Vジャンプ BOOKS
DRAGON QUEST VII
Reimagined
For
Nintendo Switch™ 2
Nintendo Switch™
PlayStation®5
Xbox Series X|S
Steam®
Microsoft Store on Windows
GUIDEBOOK
to NEW WORLD
Welcome to
NEW WORLD
Full of Suprises!

GUIDEBOOK to NEW WORLD

DRAGON QUEST VII

Guidebook to New World

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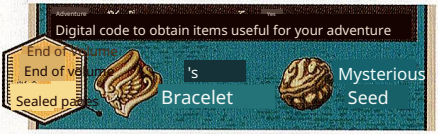

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*This book was produced based on a pre-release development version
listed may differ from the actual game.

PART 1

GUIDE to Party Characters

Companions

Get to know your companion characters!

Thorough Explanation

Characteristics

A thorough explanation of the protagonist and the five companions. Their parameter characteristics are, shown in an easy-to-read radar chart, along with initial job skills and

Initial Job

Jobs

Learn

Spells

Special Skills

...and we will also reveal the spells and special skills learned at each vocation rank.

CHARACTER

Protagonist (You)

Lives in the fishing village of Fishbel

The only son of a fisherman

A boy living on Estard Island, the only island in the world.

A boy. He was living peacefully, but his childhood friend

Approach the mystery

As he adventures with them, he gradually uncovers the mysteri

Characteristics of the protagonist's parameters

As the level increases

Late-blooming type with significantly growing stats

Hit Points

Maximum HP and Deftness show significant growth

. There are no extremely low parameters, but

Spellcasting vocations

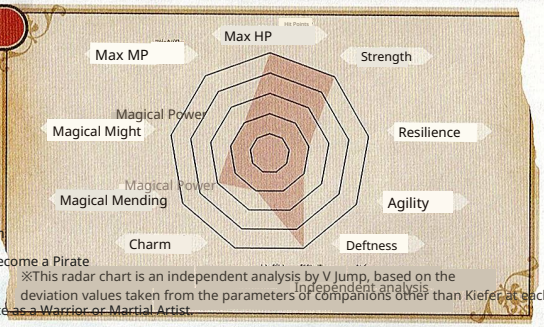
Not very suited for spellcasting vocations like Mage.

A Thief that can utilize Deftness, or a novice fisherman

mastering the similar Sailor vocation and aiming to become a Pirate

It is recommended. It is also not a bad idea to

change jobs to a Battlemaster after gaining experience as a Warrior or Martial Artist

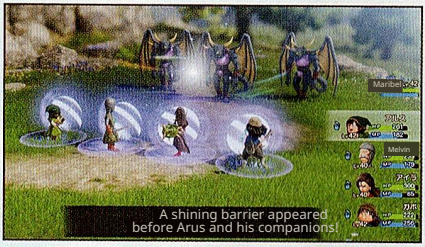


※This radar chart is an independent analysis by V Jump, based on the deviation values taken from the parameters of companions other than Kiefer at each level.

Independent analysis

Spells the protagonist learns

Spell/Skill Name	MP Cost	Detailed Page
Roola	0	046
Majestics	12	046
Giga Justice	30	046



and are special spells that can be learned...stice" are learned by experiencing certain eve ★"Majestics" and "Giga

● Initial Class

Fledgling Fisherman

Good at supporting companions

Learns basic healing spells as well

Early stage

In the early stages of the adventure, plays an active role in healing and supporting

I will do it. Since I am not very good at attacking,

→ Devote yourself to a support role and back up the party.

Class Traits

Blessing of the Sea

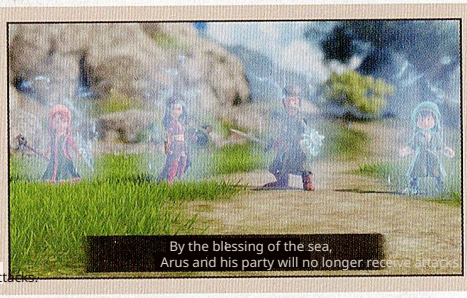
All attacks against all party members

Nullifies once

Self Party members

All enemy attacks, once each for self and party members only, but it completely nullifies it. A powerful all-party

It is especially effective against enemies that use these attacks.



By the blessing of the sea, Arus and his party will no longer receive attacks.

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
2	Person Heal	2	046
3	Buff	3	046
4	©Aqua Slash	2	047
5	Sailor's Dance	4	049
5	Person Squelch	2	046
6	A Oomph	4	046
7	©Coral Rain	6	045
8	A Noah's Ark	6	049

Stat Modifiers

Max HP	↑
Max MP	—
Attack Power	—
Defense	—
Magical Might	—
Magical Mending	↑
Strength	—
Resilience	—
Agility	—
Deftness	—
Charm	↓

Notable Spells and Skills

Sailor's Dance

By using this, it becomes easier for you to build Burst Charge.

Use it actively when you have the leeway, and "Sea's Protection" or make it easier to use the vocation traits of the vocations you hold concurrently.

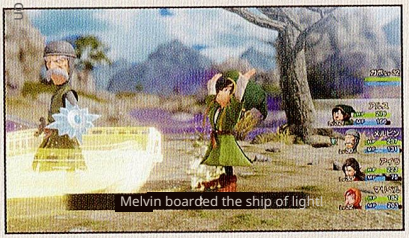
Burst rate increased!

★ "Onboard Dance" increases the burst rate, but has no other effects. In a pinch, focus on healing and supporting your allies.

Noah's Ark

With an effect that completely prevents an attack on one ally, it is, so to speak, the Sea's single-target version "remaining HP is low

A single-target version of "Protection". Pinpoint an ally with low remaining HP to provide support. It's also good that it can be used regardless of Burst.



Melvin boarded the ship of light!

1 Summons a ship of light at the feet of allies, protecting them from dan attacks.

No Burst Charge is required, but it consumes 6 MP.

CHARACTER

Kiefer

Immediately sneaks out of the castle

An adventure-loving prince

Adventuring across the island with the protagonist, Gran Estard Child of the tooth. Despite being the prince of a nation, he freely goes out because he goes out, the castle officials are at their wits' end.

NEW

WORLD Burst Charge GUIDE!

New World Guide

Let's fight our way through!

During battle, the protagonist or companions may suddenly emit a pale blue light state. This is the "Burst Charge state." In this state, activating a "Burst" unleashes a strong effect. You can gain the effects of powerful "Vocational Traits." If you do not "Burst," the "Burst Charge State" will continue for a while. For more details, check the summary on the right!

Situations where it is easier to enter the Burst Charge state

- When entering battle
- Passage of turns
- When using specific skills
- When taking damage
- When there are fallen allies

Situations where the Burst Charge state can be maintained

- The Burst Charge state can be maintained for up to 6 turns
- The Burst Charge state is Maintained even after the battle ends

Starting Class

Fledgling Prince

Masters various sword techniques

A class excelling in physical attacks

Elemental sword techniques, and enemy parameters

Learns many special techniques specialized for physical attacks, such as sword skil

Devote to an attacking role

Learns many of these. Let's fight by devoting ourselves to an attacking role.

Class Traits

I'm fired up!

Power difference

Lowering defensive power

Significantly increases Attack Power and Critical Hit Rate

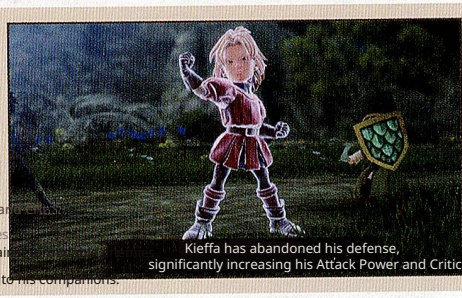
Drop by stages

Defense drops by two stages, but Attack Power and Crit

ical Hit Rate increases greatly, so especially in battles agai

Leave recovery and support to your companions

He shines. It would be best to leave healing and support to his companions.



Kieffa has abandoned his defense, significantly increasing his Attack Power and Critica

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
2	©Flame Slash	2	047
3	Focus Strength	2	049
4	Indomitable Spirit	3	050
5	© Lightning Slash	2	047
6	© Helm Splitter	4	047
7	◎Multislash	5	047
8	© Unbridled Blade	8	047

Stat Modifiers

Max HP	—
Max MP	↓ Ru
Attack Power	
Defense	
Magical Might	
Magical Mending	—
Strength	
Resilience	
Agility	
Deftness	
Charm	

Notable Spells and Skills

Focus Strength

Increases the power of the next attack

Increases the power of the user's next attack and makes it a sure-hit.

Enemy weakness

Waits a turn, but further enhances elemental attacks that exploit the enemy's weakness

Multi-hit attack

It is good for doing this. Furthermore, all multi-hit attacks will be guaranteed hits.

Kiefer takes a deep breath.

You cannot perform any other actions during the turn you use Focus Strength.

The attack power increase and sure-hit effects are only valid for the next turn.

Lightning Slash

A thunder-infused slash that only a novice can use.

Learned by the protagonist in his initial vocation

The "Aqua Slash" learned by the protagonist in his initial vocation has lightning resistance

Since it can sometimes lower it, using it in combination is highly effective.

Kiefer unleashed a Lightning Slash!

Consume Magic Power

Since the MP cost is 2, its ease of use is also a key point. 'Muster Strength', if used in succession, makes further damage increases po

CHARACTER

Maribel

Appears selfish

The beloved daughter of a fisherman, who is actually quite delicate

The only daughter of the fisherman who runs the village of Fisbel, and a childhood friend of the protagonist and Kiefer. Although she appears selfish, she is actually a girl who is a bit lonely and capable of being

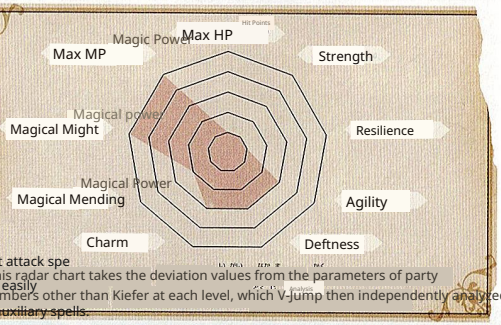
Characteristics of Maribel's parameters

High Attack Magic and MP

Quick actions are also possible

Attack magic and maximum MP are top-cla ss as they grow, so attack spe like Mages lls are a good fit. Agility is also high, and enemy

It is great to be able to strike first and use attack spells cult. If the opponent is not a formidable enemy, an all-target attack spe lls can be used to defeat them all at once. However, they are easily weak against taking hits, so support them with healing and auxiliary spells.



*This radar chart takes the deviation values from the parameters of party members other than Kiefer at each level, which V-Jump then independently analyzed.

NEW

WORLD Earn Job Proficiency GUIDE!

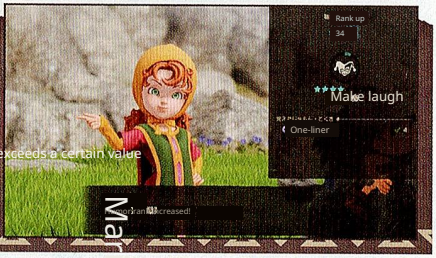
New World Guide 'Let's Raise Your Job Rank'

Victory over enemies

When you defeat enemies, job proficiency accumulates, and once it exceeds a certain value the job rank increases. At this time, new spells and special skills are learned

A certain value

You can acquire skills. Keep fighting to learn spells and abilities.



VA

Initial Job Class

Novice Fisherman

Focusing on attack spells

Learns various types of spells

Fishing master

The Novice Fisherman is like an apprentice Mage vocation. Learns many basic elemental attack spells ..., making it easy to exploit enemy weaknesses.

Class Traits

Insight

Sees through the enemy's resistance, making elemental attacks more effective

When "Insight" is activated, striking an enemy's weakness will increase the power even more. Also, until then Attributes that were not weaknesses may become weaknesses.

Maribel now has an easier time hitting weaknesses with elemental attacks!

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
2	© Frizz	2	046
3	> Dazzle	3	046
4	◎ Crack	3	045
5	© Sizz	4	045
6	◎ Bang	6	045
7	Person Heal	2	046
7	Fuddle	3	046
8	© Frizz Storm	12	046

Stat Modifiers

Max HP	⇓⇓⇓
Max MP	
Attack Power	
Defense	↓↓
Magical Might	
Magical Mending	
Strength	
Resilience	
Agility	
Deftness	
Charm	

Notable Spells and Skills

Heal

Main focus

Fishing master

The only recovery spell learned by the novice wholesale dealer, who primarily focuses on offensive spells.

Restores a small amount of HP to one ally. Since there are not many means of recovery in the early stages of the adventure, there are many opportunities for it to be especially useful.

The Fledgling Fisherman's healing magic is not high, but it is sufficient for HP recovery in the early stages. Depending on your remaining MP, use it in combination with medicinal herbs.

Kafrizzstorm

A spell that fires four random "Frizz" shots at all enemies.

It is good to use when there are many enemies weak to the fire attribute. If the enemy is a single

In that case, attacks will be concentrated on that enemy, resulting in heavy damage.

Although you cannot select the target enemy, it won't be a problem

s the situation

In the early to middle stages of the adventure, you can deal consi

e.

CHARACTER

Gabo

Living with wolves
An innocent and wild boy

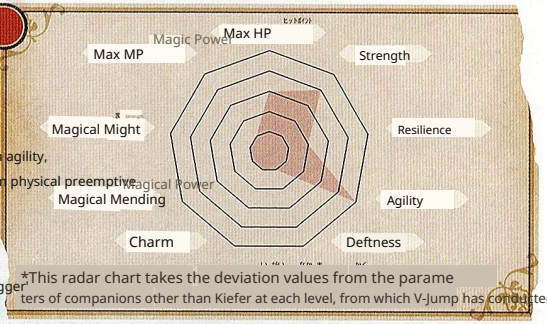
Somewhat naive to the ways of the world, but possesses a sharp, wild intui
and is an energetic boy. A wolf is always
by his side, and he excels at attacks coordinated with the wolf.

Characteristics of Gabo's stats

Moves quickly and possesses great strength.

Abilities specialized in preemptive attacks

Gabo's defining characteristic is his exceptionally high agility,
and since his strength is also high, it is easy to perform physical preemptive
attacks. Considering his parameters
...so, he is probably quite suited for a Martial Artist. Al
so, if he changes class to a Thief, utilizing his agility,
preemptively inflicting status ailments like 'Poison Dagger'
landing attacks, allowing you to fight advantageously.



*This radar chart takes the deviation values from the parame
ters of companions other than Kiefer at each level, from which V-Jump has conducted its o

NEW WORLD GUIDE!

Nose for Treasure and Let's use Whistle!

Once Gabo joins the party, you can use "Whistle" and "Animal Sniff" on the field.
You can assign either one to the right shortcut in the Control Settings.
Both are very convenient.

Starting Class

+ Wolf Boy

He can call upon wolves and set them upon the enemy.

Special Skills

Can learn skills that call wolves to attack enemies and skills that can be learned. Also, skills that restore HP, MP, and some status ailments while sleeping.

Class Traits

Wild Power

Acts twice on its own for several turns

Falls asleep from exhaustion

In exchange for the disadvantage of acting on its own, there is the advantage of increasing the number of moves by acting twice.

If this happens, you will be unable to move for several turns.

Gabo remembered his hidden wild nature and started acting twice on his own!

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
4	War Cry	1	049
5	Bite	2	047
6	Tear Apart	3	048
7	Sleep	0	049
8	Howl	5	048

Stat Modifiers

Max HP	↓Ru
Max MP	Lulu
Attack Power	Meeting
Defense	↓
Magical Might	↓Ru
Magical Mending	↓Ru
Strength	Meeting
Resilience	↓
Agility	Meet
Deftness	Rururu
Charm	Ru

Notable Spells and Skills

Howl

A pack of wolves appears from nowhere, targeting random targets

Attacks 4 times consecutively. Since damage is dealt 4 times, the total damage is quite large. Against weak enemies, it can sometimes scatter multiple foes at once.

A pack of wolves appeared out of nowhere!

Since the attack spreads across multiple enemies, damage can be dealt efficiently.

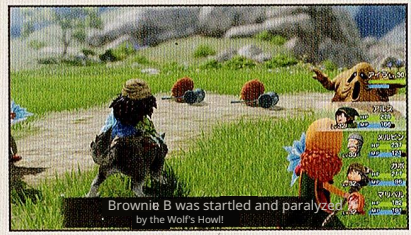
Battle against metal-type enemies

When fighting metal-type enemies, you can take advantage of the high number of attacks.

War Cry

Effective against 1 group of enemies; when successful, it renders the enemy unable to act

A awakening skill to use. Especially when many enemies appear, this skill to stop them in their tracks, the battle should become easier.



Brownie B was startled and paralyzed by the Wolf's Howl!

The wolf lets out a loud howl to intimidate a group of enemies. The surrounding enemies will be unable to move for a while, so let's deal with the other enemies.

CHARACTER

Aira

Search for the legendary Tula player
Roamer Dancer

Born into the Yubar tribe that worships the Earth Spirit, in childhood

A woman who has honed her swordsmanship since childhood. She is also t

..., and is expected to represent the clan as a dancer.

Characteristics

Characteristics of Aira's Parameters

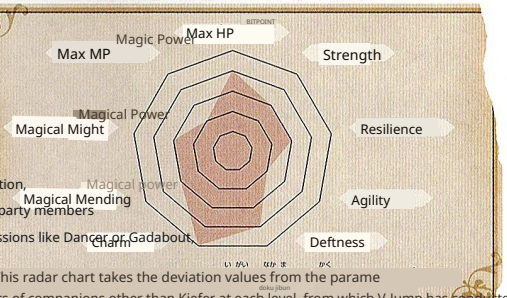
High Charm (Style)

Grows in a well-balanced manner

Aira grows in a well-balanced manner overall, so she can handle her role competently regardless of the vocation, can handle them well. His Charm is the highest among the party members

Since it grows significantly, it is particularly suited for professions like Dancer or Gadabout, which tend to attract the attention of those around you.

If you also use accessories to increase your Style, the chances of enemies being captivated by you during battle should also increase.



*This radar chart takes the deviation values from the parame ters of companions other than Kiefer at each level, from which V-Jump has conducted its o

NEW GUIDE!

WORLD Multiple from the beginning

Field Gu

Companions with high job ranks too!

Companions who join the party relatively late, such as Aira, have initial Multiple jobs. As a result, multiple job ranks have become high. It might be a good idea to master them in order, starting with the ones that have a high job rank.

Spring Initial Class

Roamer Dancer

Supports allies with songs and dances

Support-specialized class

A rich variety of dances, such as those that strengthen allies or inflict status ailments on enemies, skills are learned. can be learned. Songs that heal the entire party are also useful.

Class Traits

Pair Dance + Tax

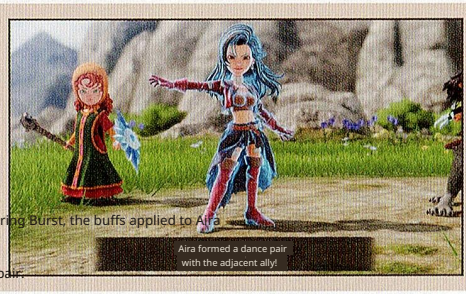
Grants some of the positive effects applied to oneself

To one adjacent ally

Using "Pair Dance" forms a pair with an adjacent ally. During Burst, the buffs applied to Aira

Automatically share some of the effects with the pair.

Automatically shares a portion of the effects with the pair.



Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	> Sultry Dance	2	049
1	A Tap Dance	4	049
2	© Poison Kiss	4	048
3	All Back-up Dance	2	049
4	A Battle Dance	8	049
4	Human Song of Solace	6	050
5	A Muscle Dance	12	049
5	© Rose Typhoon	12	048
6	Perso MP Passer	48	049
7	> Confusion Dance	8	049
8	Death Dance	4	047
8	Kerplunk Dance	20	050

Stat Modifiers

Max HP	—
Max MP	⇓
Attack Power	—
Defense	Ru
Magical Might	
Magical Mending	
Strength	
Resilience	↓↓ Ru
Agility	
Deftness	
Charm	

Notable Spells and Skills

Song of Solace

Low recovery amount

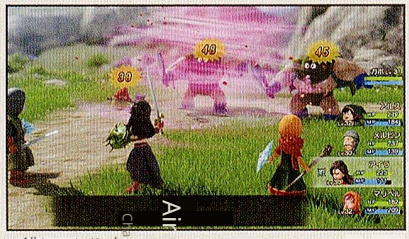
Restores HP for all battle members. The amount of recovery is small, but it makes it easier to respond when hit by an enemy's multi-target attack. With a modest MP cost of 6, it is easy to use and very valuable.

When receiving an attack targeting the entire party, responding to these situations,

There are surprisingly many situations where you want to restore everyone's HP at once! In such cases, use 'Song of Solace' to heal everyone at once!

Rose Typhoon

A special skill perfect for the highly charming Aira, which deals damage to all enemies and also has a charm effect. Even if the enemies are not charmed, the damage still lands, making it very versatile.



All-target attack

Since it is an all-target attack, it is especially effective when many enemies appear. If there are several enemies, multiple enemies may end up being ch

CHARACTER

Melvin

Once alongside God

The legendary hero who challenged the Demon Lord

Demon Lord

He once fought the Demon Lord as a 'Soldier of God',

A legendary hero. Despite his old age, in addition to diverse sword techniq

Powerful figure

masters spells. He is a powerful figure worthy of being called a hero.

Features of Melvin's Parameters

Magical power

High Resilience and Magical Mending

Can become the cornerstone of the party's defense

Due to high Resilience, he can take some attacks

...can engage in stable combat. Magical Mending

are also high, allowing them to utilize these two parameters

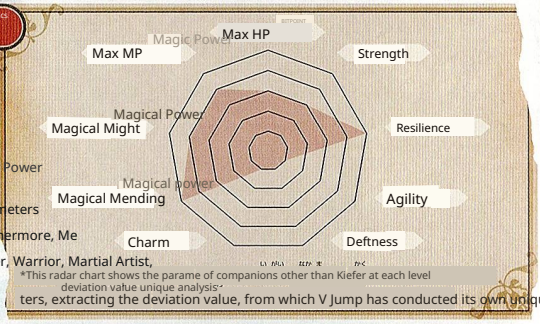
The Paladin is a particularly recommended class. Furthermore, Me

From the beginning, Rubin has mastered God's Soldier, Warrior, Martial Artist,

Advanced Class

and Priest, and the advanced class Battle

master and Paladin are unlocked.



*This radar chart shows the parame of companions other than Kiefer at each level

deviation value unique analysis.

ters, extracting the deviation value, from which V Jump has conducted its own unique ana

NEW GUIDE!

WORLD members during battle

Let's swap!

When the party has 5 members, 4 will participate in battle and

1 will be on standby. Party members can be swapped during battle

using the "Tactics" command, so be sure to use it.

Starting Class

[Soldier of God

Easier to exploit enemy weaknesses

Sword techniques

Features a variety of sword techniques

Effective against family

Effective against Metal, Zombie, and Dragon families

Sword technique Debuff-inflicting attacks

Possesses sword skills, and can also perform multi-hit and debuff-inflicting attacks.

Ability. Furthermore, excels at attacking while defending oneself.

Class Traits

Secret of Cover+

Lowest HP

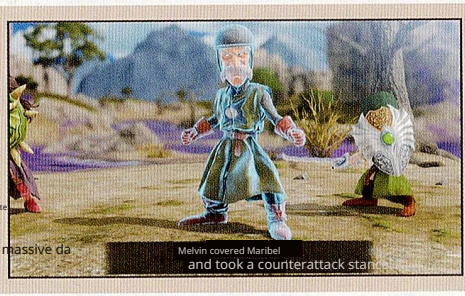
Protect an ally Counterattack

If an ally is in a pinch, trigger "Cover Ultimate+"

and buy time to recover in the meantime. Useful against massive da

Formidable enemies

mage-dealing strong enemies in battle.



Melvin covered Maribel

and took a counterattack stance

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Focus Strength	2	049
1	▼Underpants Dance	2	049
2	© Shield Attack	2	047
2	© Poof	2	045
3	Knuckle Sandwich	4	048
4	Metal Slash	2	048
5	Multislash	5	047
6	○ Undead Eraser	2	047
7	Dragon Slash	2	048
8	Unbridled Blade	8	048
8	Defensive Stance	4	049

Stat Modifiers

Max HP	↑
Max MP	—
Attack Power	
Defense	
Magical Might	
Magical Mending	
Strength	
Resilience	
Agility	↓↓
Deftness	—
Charm	—

Notable Spells and Skills

Sultry Dance

Consume Magic Power

A weird dance that makes one group of enemies laugh. The MP cost is

so you can use it casually. If many enemies appear,

For now, let's make them laugh with this dance and stop them in their tracks.

It is not guaranteed to succeed, but having many targets is an advantage.

Enemies that become incapacitated will be unable to act f

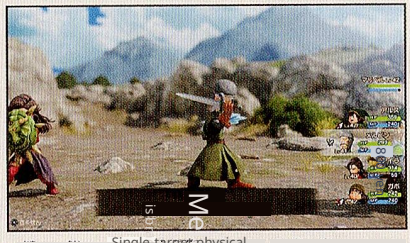
Defensive Stance

Exclusive skill

Melvin's exclusive skill. After taking a stance, using a shield to guar

d against the enemy's attack will trigger a counterattack. If the enemy uses single-target physical at

If the party composition is focused on attacks, it is worth aiming for.



Single-target physical

with a counterattac

However, it is helpless against spells, projectiles, and area-of-effect

NEW WORLD GUIDE!

New World Guide

Enjoy the adventure at your preferred difficulty level!

Seeking a challenging adventure

Then let's try increasing the difficulty!

The difficulty can be changed at the start of the game as well as during gameplay. It is possible. In addition to choosing a difficulty from the three presets, you can also configure each item in detail.

It can be done. Here, the 7 items of 'Free Settings'

Let's check them from the perspectives of 'Battle Difficulty', 'Growth Speed', and 'Ease of Adventure'.

Items related to battle difficulty

- Damage Dealt
- Monster Strength

"Damage Dealt" affects the damage that party members deal to enemies. "Monster Strength" primarily changes the damage that party members receive from enemies. The screen photos below compare the lowest difficulty setting for each item with the highest setting against the same enemy. In this case, both items showed a damage difference of approximately double.

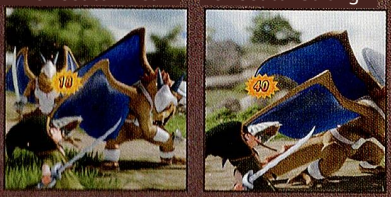
However, those numerical values will also change depending on your equipment.

Setting comparison for "Damage Dealt"

When set to "Large" / When set to "Small"

Comparison of "Monster Strength" settings

When set to "Weak" / When set to "Strong"



Items related to growth speed

- Experience Points Gained
- Vocation Mastery Gained
- Gold Gained

Experience points, job proficiency, and Gold

-d amounts can be set. If you want to adventure easily, set everything to 'Plen-ty', but if you feel that making it too easy would be boring, you should choose 'Few'. You can also make adjustments here if you want to master jobs quickly while remaining at a low level.

Items related to ease of adventure

- Monster Behavior
- Post-battle HP Recovery

These two items affect field operations. "Monster Behavior" determines whether enemy symbols will attack when they spot you. "Post-battle HP Recovery" Whether to automatically recover damage taken in battle after the fight ends. If you find it troublesome to use "Full Heal" every time, you should en

For experienced adventurers of the "DQ" series I recommend "It's a thorny path"!

The "Perfect Adventure" in this game allows you to progress through the can proceed. Seeking a challenging adventure

For experienced adventurers, 'The Thorny Path' is recommended

PART 2

GUIDE to Vocations & Skills

Master the Vocations, Spells, and Abilities!

Detailed data and unlocking conditions for all 20 jobs, from basic to master classes, are fully disclosed. Utilize the spell and skill data, along with the multi-job guide, to develop powerful characters.

Basic Job

Warrior

Warrior

A variety of physical attacks and high

A combat professional boasting high defense

Sword techniques that weaken enemies or are effective a

Sword Skills

A vocation featuring an abundance of various physical att

Thanks to high Resilience, its defense is also perfect.

Unlocking Conditions

None

Class Traits

Mastery of Cover

Lowest HP

Cover an ally and counterattack

Targeting an ally

Acting as a substitute for an enemy attack directed at an ally,

they receive it. If it is a spell, they only take damage, but

for physical attacks, they will counterattack and deal damage to the enemy.

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Focus Strength	2	049
2	◎ Shield Attack	2	047
3	◎ Blunting Blow	4	048
4	◎ Metal Slash	2	048
5	◎ Multislash	5	047
6	Undead Undoer	2	047
7	◎ Dragon Slash	2	048
8	◎ Unbridled Blade	8	048

Stat Modifiers

Max HP	
Max MP	Lulu↓
Attack Power	
Defense	Meet Meet Meet
Magical Might	Lulu
Magical Mending	⇩⇩
Strength	
Resilience	Meet Meet Meet
Agility	Lulu
Deftness	—
Charm	—

Notable Spells and Skills

A Cut Above

Unbridled Blade

Launches 6 consecutive concentrated attacks against a single enemy. As a multi-strike attack, it is an effective means of attacking even Metal-type enemies.

If performed, it will deal even greater damage. ◆ Use "Unleashed World" after

Recommended Accessories

Brownie Heart

Equipping this allows for "Focus Strength."

The attack after using "Focus Strength" becomes e

higher in power.

Higher power. Aim for massive damage.

Recommended Secondary Vocation

Martial Artist

Martial Artist Attack Power

Mariner

Advanced Class

Martial Artists increase their attack power and can lead to the advanced

Attack power

You can also aim for a job change to this. Significantly increasing attack

The Sailor, which has job traits, is also recommended.

Main job

Basic Class

Martial Artist

Martial Artist

Martial arts

Using martial arts that make full use of the physical body.

A martial arts master who defeats enemies.

Offensive class

An offensive class that defeats opponents with strikes and kicks.

As they possess high agility in addition to physical strength,

The ability to take the initiative and go on the offensive easily is also an appealing tra

Unlock condition

Unlock Condition,

None

Class Traits

Critical Claim stance

A critical hit

The Ultimate Stance that can always be performed

Reliably land a critical hit, which normally occurs rarely

For example, multi-hit attacks from other jobs like the Warrior's "Unrivaled Under Heaven"

will also result in critical hits for every single blow.

Melvin is concentrating deeply in preparation for the next strike!

Spells and Skills Learned by Vocation Rank

Special Skills

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	◎ Fighting Spirit Strike	2	048
2	© Leg Sweep	1	047
3	Indomitable Spirit	3	050
4	○ Flying Knee	2	048
5	Parrying Stance	8	048
6	© Roundhouse Kick	2	048
7	Book: Concentration	6	049
8	© Knuckle Sandwich	5	047

Stat Modifiers

Max HP	—
Max MP	Ru
Attack Power	Meet Meet Meet
Defense	Lulu↓
Magical Might	↓↓ Ru
Magical Mending	Rururu
Strength	Meet Meet Meet
Resilience	Lulu
Agility	Meet
Deftness	Meet
Charm	—

Notable Spells and Skills

Concentration

Special used on the turn after activating "Concentration"

Perform consecutively,consume Magic Power

Skills can be performed twice in a row. The MP cost is only for a single use.

Can now be used!

Can deal a considerable amount of damage!

If you land weak point attacks twice in a row,

Recommended Accessories

Danbira Mucho's Heart

Hit points percent or less

If HP is 25% or less, the power of physical attacks

increases by 50%. When a Martial Artist is in a pinch,

Great Reversal

they can aim for a great reversal.

Recommended secondary occupations

Thief

Mariner

Thieves can increase their agility and utilize status ailment attacks.

Sailors can reinforce their maximum HP, and they have

good synergy with vocational characteristics that increase attack

Basic Job

Mage

Mage

In addition to powerful attack spells,

Learns many debilitating spells as well

An attacker whose main strength is offensive spells. Inf

ailments or lowers their parameters

Also learns debilitating spells, making it possible to gain

Unlocking Conditions None

Class Traits

Magical Runaway

For several turns

Cast spells will become runaway spells

Spells used after activation are guaranteed to run away. Attack

Increases spell damage and the amount of healing from recovery spells

up, an increase in the success rate of debuff spells can be expected.

Maribel's magic power surges!
Spells will now always run wild!

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Frizz	2	046
1	> Snooze	3	046
2	Dazzle	3	046
2	Bang	6	045
3	Frizzle	8	046
3	Marukani	2	046
4	© Sizzle	7	045
4	Kasap	4	046
5	© Drain Magic	0	045
5	> Blunt	6	046
6	© Boom	12	045
7	A Channel Anger	16	049
8	© Kafrizz	18	046

Stat Modifiers

Max HP	↓↓↓
Max MP	Meet
Attack Power	Rururu
Defense	Rururu
Magical Might	↑↑↑
Magical Mending	Meeting
Strength	↓↓ Lulu
Resilience	↓↓Lulu
Agility	—
Deftness	—
Charm	↑

Notable Spells and Skills

Magic Awakening

Increases the power of the user's attack spells by 2 stages.

The nest lasts for several turns, making it especially useful in long battles.

● While the effect lasts, of course

Recommended Accessories

Meowgician's Heart

This effect increases the spell critical rate by 10%.

Mages have many offensive and debuffing spells,

so the benefit is significant.

Recommended secondary occupations

Warrior

As a Warrior, you can cover for concerns regarding attack power and def

Priest

As a Priest, you can become an expert in spells who can also perform hea

In either case, mastering them will allow you to aim for advanced jobs.

Main Job

Basic Job

Priest

Priest

Hit Points Status ailments

HP and status ailments

Recovery spells Great Learning

Can learn many recovery spells

Peace of mind Recovery spe...

Reassuring to have one in the party, a recovery spe...

Alone

A vocation specialized in spells

ll specialized vocation. Furthermore, allies' defense

Strengthen Seal enemy spells

strengthening and can also seal enemy spells.

Conditions

Unlocking Conditions

None

Jobs

Class Traits

Shine Breath Sale

Divine Miracle

Everyone Certainly Revival

Reliably revives all party members, and

effect

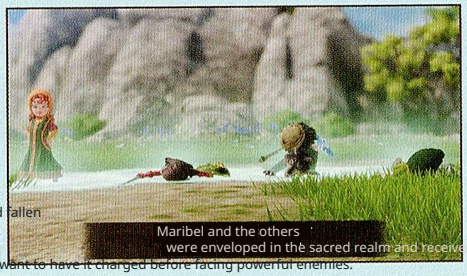
removes all negative effects.

Recovers from status ailments and parameter drops, and fallen

performs revival all at once Daily Use

Allows for the simultaneous revival of all companions.

While there are usually few opportunities to use it, you'll want to have it charged before facing powerful enemies.



Maribel and the others were enveloped in the sacred realm and received a great healing!

Jobs Special Skills

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Person Heal	2	046
1	Person Squelch	2	046
2	© Woosh	4	045
2	Buff	3	046
3	Midheal	6	046
3	Fizzle	3	046
4	◎ Crackle	8	045
5	© Swoosh	9	045
6	Multiheal	28	046
6	Person: Purify	2	049
7	Person: Zing	12	046
7	◎ Whack	5	045
8	Angelic Protection	10	049

Stat Modifiers

Max HP	Ru
Max MP	Meeting
Attack Power	Ru
Defense	↓↓Lulu
Magical Might	Meeting
Magical Mending	Meet Meet Meet
Strength	Ru
Resilience	Rururu
Agility	Ru
Deftness	—
Charm	⇧

Note Spells

Notable Spells and Skills

Multiheal

Overall Hit Points large Recovery Consume Magic Power

Significantly restores the HP of the entire party. The MP cost is

somewhat high at 28, so it is best used at crucial moments.

Check your MP and decide whether to use it.

The remaining HP of your companions and your

Recommended Accessories

Jaguar Mage Heart

Heart

Runaway Spell Attack

Damage dealt when a spell runs wild

Healing pow

Damage and recovery amount increased by 50%. 'Be

Runaway Magic Expectation

Let's hope for a magical runaway with 'Homaraa'.

Recommended secondary occupations

Martial Artist Mage

Martial Artist

Mage

Strength

While compensating for attack power and agility, a Paladin

Martial Artist Attack spell Abundant Sage

can be aimed for with a Martial Artist, and a Sage can be

Mage Vocation change

aimed for with a Mage by enhancing attack spells. Both are recom

on routes.

Basic Job

Dancer

Dance

A rich variety of

Can support allies with dances

Various dance skills are learned

Learns a variety of dances, and provides strengthening to
effects, and can apply debuff effects to enemies.
It is a class better suited for support than for direct comb

Unlocking Conditions: None

Class Traits

Pair Dance

Grants some of the positive effects applied to oneself

To one adjacent ally

Forms a pair with an adjacent ally, and the buff effects applied to oneself are granted to the partner. If there are allies on both sides of oneself, the target is randomly chosen between them.

"Aira formed a dance pair with an adjacent ally!!"

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Sultry Dance	2	049
1	A Tap Dance	4	049
2	Poison Kiss	4	048
3	A Back-up Dance	2	049
4	A Battle Dance	8	049
5	MP Passer	48	049
6	A Muscle Dance	12	049
7	Confusion Dance	8	049
8	Rose Typhoon	12	048

Stat Modifiers

Max HP	Ru
Max MP	—
Attack Power	↓Ru
Defense	Ru
Magical Might	—
Magical Mending	Ru↓↓
Strength	Ru
Resilience	Ru
Agility	
Deftness	
Charm	

Special Skills

Notable Spells and Skills

Muscle Dance

Increases the power of one ally's physical attack. It is treated as a separate effect from attack power increases, and will contribute for a l
It is handled differently from other attack power increases.

It increases, it will have a significant effect. Between attack power and atta

Recommended Accessories

Lips Heart

Command at the start of battle
Significant increase
Power increases significantly. In exchange, this
Attack power and spell potency are decreased.

Recommended secondary occupations

Troubadour (Ginyu Shiin)

Bard — **Jester**

Both are vocations that can capitalize on high charm. As a Troubadour, your options for buffing allies will increase. As a Jester, you can reduce t
gility, or employ tactics such as stopping them in their tracks.

Basic Job

Thief

Thief

From dagger skills that inflict status ailments

Let's press the attack even further.

Multiple skills that inflict status ailments along with an attack

Tremendous status ailments on enemies

Can be learned. Devastating against enemies with status ailments.

It is also possible to follow up with a powerful additional attack.

Conditions

Unlock Condition, None

Class Traits

Cunning

Inflicting status ailments on enemies allows for an extra action.

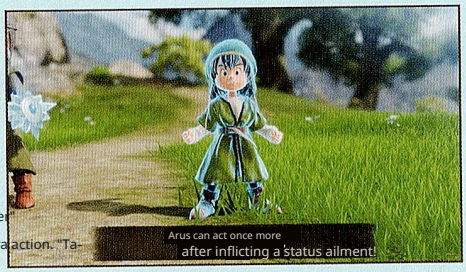
After activation

After activating "Wisdom," using skills like "Poison Dagger"

Inflict status ailment

Inflicting a status ailment on an enemy allows for an extra action. "Ta-

Follow up with 'Natos Hunt' or similar attacks.



Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Poison Dagger	3	048
1	Klepto Clobber	2	048
2	Jibaria	6	045
3	Thanatos Hunt	5	048
4	Jibarica	12	045
5	© Butterfly Dagger	3	048
6	© Hypnos Hunt	5	048
7	© Jibarina	20	045
8	Assassin Attack	6	047

Parameter Correction

Max HP	Lulu
Max MP	—
Attack Power	Medium
Defense	
Magical Might	—
Magical Mending	Rururu
Strength	Medium
Resilience	
Agility	Meet Meet Meet
Deftness	Meet Meet Meet
Charm	Rururu

Special Skills

Notable Spells and Skills

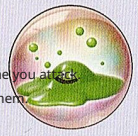
2 Klepto Clobber

Sometimes you can snatch an item held by the enemy at the same time you attack.

It's a good idea to check the items the enemy possesses and aim for them.

If you manage to steal seeds from enemies, you can be developed even further.

Recommended Accessories



Bubble Slime Heart

When attacking

Has a 10% probability of inflicting deadly poison on the enemy when attacki

By equipping it, the possibility of causing status ailments will increase.

Recommended secondary occupations

Dancer

Mariner

Combining with the Dancer class allows for supporting allies while maintaining deftness and agility. The Sailor class offers attack

The number of options increases, and you can also aim to chang

anced class, Pir

Basic Job

Bard

Troubadour

Can support allies with a variety of melodies.

A specialized profession that uses singing voices and instrument tones to enhance or he

It is a support-specialized vocation. Wind, Light, Fire,

Also learns skills that can reduce Ice attribute damage.

Unlocking Conditions: None

Class Traits

Burn Rhapsody

All party members' MP consumption becomes 0

Full-Force Rhapsody

No matter how high the MP consumption of spells and skills is, the MP cost is reduced to 0. Moreover, since the effect lasts for about 3 turns, let's unleash powerful spells and skills in rapid succession during this time.

Aira and the party can now use spells and skills without consuming MP!

"Spells and skills learned by vocation rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	A Piora	2	046
2	Person Soothing Song	6	050
2	Melody of Wind	6	049
3	Shine Squall	10	047
3	Melody of Light	6	049
4	A Aria of Awakening	8	049
5	Melody of Flame	6	049
5	Melody of Ice	6	049
6	Divine Spell	4	046
7	A Acceleratle	4	046
8	Person Angel's Song	18	049

Stat Modifiers

Max HP	↓
Max MP	
Attack Power	↓↓
Defense	↓↓
Magical Might	↓
Magical Mending	
Strength	↓
Resilience	↓↓
Agility	—
Deftness	↑
Charm	

Notable Spells and Skills

Angel's Song

Magic Power recovery

An excellent ability that revives a fallen companion and, as a bonus, recovers

A healing skill. However, there is also a possibility that it might fail.

Wow! Gabo has been revived!

Then it is time to use it. Depending on luck, you can revive them. When an ally falls b

Recommended Accessories

Ruby of Protection

Troubadours have concerns regarding their defens

Supplement Equipment

...so let's compensate with equipment. The Ruby of 20, is a good choice.

Recommended secondary occupations

Dancer

Jester

All of them are classes with high Charm, and they mutually supplement e

Being able to complete this is their strength. Furthermore, by mastering

Advanced Class

you can change to the advanced class, Superstar.

Basic Job

Mariner

unsuited

Powerful all-enemy attacks and convenient single-target attacks possessing both single-target attacks All- such as "Coral Rain" and "Earth Tremor" enemy attacks are powerful. Furthermore, the single-target attack "Tackle" consumes 0 MP and is easy to use.

Unlocking Conditions: None

Class Traits

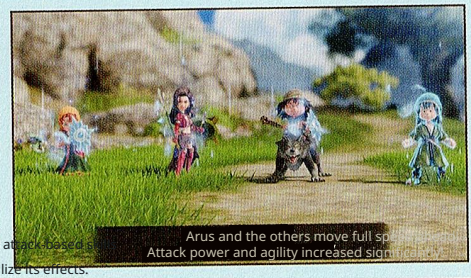
Yosoro

the attack power and agility of all allies significantly raises

Attack power and agility of all allies increase by 2 stages

increases, and the effect lasts for several turns. Physical attacks based on many companions

The more allies you have with this, the more you can utilize its effects.



Arus and the others move full sp
Attack power and agility increased sign

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	© Water Kick	2	047
2	Person Tingle	2	046
3	◎ Tackle	0	047
4	◎ Coral Rain	6	045
5	© Helm Splitter	4	047
6	© Tremor	6	047
7	◎ Kamikazee	1	045
8	© Inazuma	8	047

Stat Modifiers

Max HP	Meet Meet Meet
Max MP	Rururu
Attack Power	Meeting
Defense	Meeting
Magical Might	Meeting
Magical Mending	Lulu
Strength	Meeting
Resilience	Meeting
Agility	Meeting
Deftness	Meeting
Charm	↓

Notable Spells and Skills

Lightning

Lightning-elemental attack on all enemies

Summons lightning, a lightning-elemental attack on all enemies. Consumes Magic Power

Considering it can be used, the damage is relatively high and it is easy to use.

Fierce Lightning
How to summon!

Deals a considerable amount of damage all at once

If the enemy's lightning resistance is not high

Recommended Accessories

Killer Panther Heart

If HP is full, the power of physical attacks increases. Hit points are high Strength increases. The higher the HP, the greater the power.

goes well with 'Tackle'.

Recommended secondary occupations

Thief

Thieves become able to use many status ailment attacks, and advanced class Pirate

You can aim to change to the Pirate class. To take

Warrior

Sailor's high Hit Points

advantage of the Sailor's high HP, it is also a good idea to cross-

Basic Job

Shepherd

Shepherd

Attacks that summon sheep, or

Excels at Reheal-type auto-recovery.

In addition to calling them to attack, the sheep's action

They also learn skills that mimic others, such as 'Reheals'.

He is also skilled in spells that can continuously restore H

Unlocking Conditions: None

Class Traits

Sheep Stampede

The summoned sheep, after the master's attack,

launch a follow-up attack

If you attack an enemy after calling the sheep, following the shepherd,

the sheep will follow up with an attack. The effect lasts for a few tu

-ns, and the number of sheep increases with each follow-up attack.

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Counting Sheep	2	049
1	Heal	2	046
2	Mutton Attack	2	048
2	Rihoimi	3	046
3	A Wool Guard	4	048
4	Ribehoimi	8	046
4	Kiaral	2	046
5	Sleep	0	049
6	Counting Sheep Song	3	049
7	Ribehoim	16	046
8	Sheep Stampede	6	048

Stat Modifiers

Max HP	↑
Max MP	—
Attack Power	
Defense	
Magical Might	
Magical Mending	
Strength	
Resilience	
Agility	↓
Deftness	
Charm	

Notable Spells and Skills

Sheep Stampede

Attacks the enemy

A flock of sheep attacks the enemy. If used continuously during a single battle

, the number will gradually increase, and the total damage will go up.

number

number of hits also increases. The more you use

Recommended Accessories

Wind Cloak

The Shepherd's drawback is low agility.

Agility and evasion rate will increase,

It is a good idea to cover it with the Cloak of Wind.

Recommended secondary occupations

Thief

Mariner

Thieves can supplement their Agility, and it also allows you to aim for the

While reinforcing Max HP and Resilience,

it is also good to be a Sailor, who can use powerful area-of-effect attacks

Basic Vocations

Jester

Make them laugh

With a variety of tricky skills, let's throw the enemy into confusion.

Specializes in actions that weaken the enemy. When certain skills succeed, Style will increase. Style

There are also special skills whose power or success rate changes depending on the

Conditions

Unlock Condition, None

Class Traits

Comedy Soul

Makes it easier to make enemies laugh,

Dodges enemy attacks by playing dumb

Just like when "Pratfall" is successful, when attacked by an enemy, dodges and charm increases. Also, "One-liner" and "Tickle" are more likely to succeed.

Maribel can more easily make enemies laugh and dodges by playing dumb.

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	© Hip Attack	2	048
1	Pratfall	5	049
2	Person Tsukkomi	4	049
3	Decelerate	2	046
4	One-Liner	9	049
5	Show Off	6	049
5	Deceleratle	4	046
6	Banter	6	050
7	Tickle Punishment	7	049
8	Weird Slash	4	048

Stat Modifiers

Max HP	—
Max MP	
Attack Power	
Defense	—
Magical Might	⇓
Magical Mending	
Strength	
Resilience	—
Agility	
Deftness	
Charm	Meet Meet Meet

Notable Spells and Skills

Show Off

A special skill that acts as a substitute to take on the status ailments received by . Furthermore, the meddlesome state lasts for several turns.

Airi takes all negative effects entirely upon herself!

If you take on a status ailment, "No Retort" to return the favor to the enemy!

Recommended Accessories

Bunny Tail

Agility increases by 10, Style increases by 20, and enemies drop items more easily.

Let's fight with increased Style.

Recommended secondary occupations

Dancer

Zi Troubadour

Dancer, and Troubadour all have high Style, Jester, as good synergy with the Master. As a Dancer, an offense-oriented support, As a Troubadour, they can fight as a defense-oriented supporter.

Advanced Class

Battle Master

Battle Master

Ever-changing

Fights using ever-changing skills

Expert in physical attacks

Having mastered Warrior and Martial Artist, one can use b

skills are learned

now. All the skills learned are attack

Special Skills

skills, making it a vocation completely specialized in physi

Unlock conditions

Unlock Condition,

Warrior

Martial Artist

Master these two vocations

Class Traits

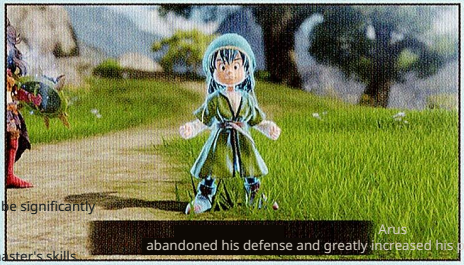
Yes

Double-Edged Stance

Abandoning defense

Greatly increases the power of physical attacks

For several turns, the damage received from enemies will be significantly increased, but in exchange, physical attack power increases significantly. It can strengthen all of the Battlemaster's skills



Arus abandoned his defense and greatly increased his physica

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Mindless Attack	0	048
2	Mercurial Thrust	2	047
3	Unbridled Blade	8	047
4	Falcon Slash	4	048
5	Double-Edged Slash	6	048
6	Boulder Toss	8	047
7	Backwater Blade	2	048
8	Unbridled Blade	16	047

Stat Modifiers

Max HP	⇧
Max MP	Ru
Attack Power	Meet
Defense	Meeting
Magical Might	⇩⇩
Magical Mending	⇩⇩
Strength	Meet
Resilience	Meeting
Agility	⇧
Deftness	⇧
Charm	-

Notable Spells and Skills

Unbridled Blade

Zenshin zen rei gi

Attack an enemy with full power

dealing sword skill

A sword skill that attacks a single enemy with full power, dealing massive damage.

high MP consumption

Formidable enemies

Since it consumes a lot of MP, use it in battles against strong enemies.

It's even better to use it after raising it. Power through buffing spells and voca

Recommended Accessories

Hell Jurassic Heart

Equip

Always act first

When equipped, you will always act first.

Powerful special skills

Will be able to. With powerful special skills,

Preemptive

Fast

Clean up

Strike first and clean up the enemies quickly.

Recommended secondary occupations

Martial Artist

Paladin

By multiclassing as a Martial Artist, the vocation trait 'Sure Critical Stance' can be utilized. Also, for defense that cannot be called sufficient, if you want to reinforce this aspect, multiclassing as a Paladin is a good

advanced vocation
Advanced Vocation

Armament

Armamentalist

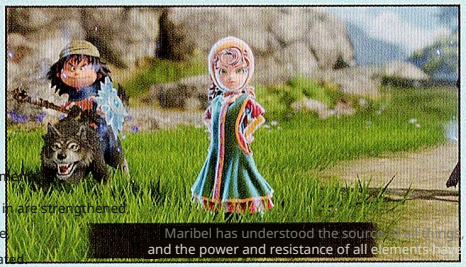
Sword techniques
In addition to elemental sword skills,
Attack spells support spells
Also uses attack and support spells
Acquire sword skills
Learning sword skills with fire, storm, and ice attributes allows you to target enemy weaknesses. Powerful fire and ice spells and enhancement spells can also be used to grasp victory.

Unlock condition
Unlocking Conditions
Warrior Mage
Jobs
Master these two vocations

Class Traits

Cosmo Force

Mastering all attributes
All elemental power and resistance
Significantly increases the power and resistance of all elements.
Armamentalist's Specialty
Elemental attacks Enhance
The elemental attacks that the Armamentalist specializes in are strengthened,
allowing for greater damage to be dealt. At the same time,
Elemental attack Reduce
All types of elemental attacks from enemies can be mitigated.



Special Skills

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	◎ Flame Slash	2	047
1	◎ Gust Slash	2	047
2	◎ Kasizzle	16	045
2	A Oomph	8	046
3	◎ Miracle Sword	4	048
3	Book Magic Barrier	4	046
4	◎ Force Break	10	048
5	◎ Kacrack	20	045
5	A Bounce	6	046
6	◎ Scorching Slash	16	047
7	◎ Kasizzle	38	045
8	Freezing Flurry	18	048

Stat Modifiers

Max HP	—
Max MP	
Attack Power	
Defense	
Magical Might	
Magical Mending	
Strength	
Resilience	
Agility	
Deftness	Lulu
Charm	—

Notable Spells and Skills

Force Break

Deals damage to a single enemy while inflicting an effect that lowers all elemental resistances. Follow up with an elemental attack.

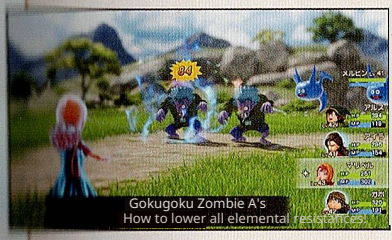


Table ⇐ Enemy's
The power is about twice that of an attack.
damage dealt to enemies is normal attack

Recommended Accessories

Mud Mannequin Heart

When equipped, staff MP absorption rate is 10 % increased. Armamentalists have high MP consumption, so since it is relatively high, let's absorb it from enemies.

Magic Power consumption

Recommended secondary occupations

Mage Sage
Magic Power

Both vocations increase maximum MP and magical might.
They can increase the effectiveness of spells. Make use of each vocation's special traits to strengthen attack spells more efficiently.

Advanced Class
1 Advanced Vocation

Sage

Sage

Chapter
Healing, support, and attack

Join
Leave any spell to them

Attack Recovery Strengthen System Spells
Attack, recovery, enhancement, and various types of spell

Battle Status
A specialist who fully masters them. Depending on the ba

Handling offense and healing
Adapt flexibly adapting and handle both offense and healing.

Unlock conditions
Unlocking Conditions

Mage
Mage

Priest
Priest

Master these two vocations

Jobs
Class Traits

Echo's Enlightenment

Spells
The spell cast

Becomes an echo and reverberates

Spells used by oneself
When activated, the next spell cast by the user will trigger

State
entering the "Echo's Enlightenment" state. 1 spell

Spell cast
By using it, that state is canceled.

Caused
state canceled

Maribel grasped the essence of the echo!

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Person Squelch	2	046
1	A Insulatle	12	046
1	Person Midheal	6	046
2	© Kaswoosh	14	045
3	Person Moreheal	12	046
3	Kabuff	6	046
4	Person Kazing	24	046
4	Thwack	10	045
5	© Kaboom	24	045
6	Person Fullheal	20	046
6	A Enlightenment	12	049
7	© Kaswooshle	36	045
8	© Magic Burst	All	045

Stat Modifiers

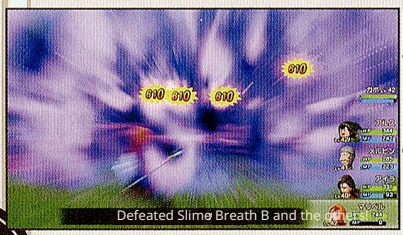
Max HP	Rururu
Max MP	Meet
Attack Power	⇓⇓⇓
Defense	↓↓ Ru
Magical Might	Meet
Magical Mending	Meet
Strength	Rururu
Resilience	Lulu↓
Agility	—
Deftness	—
Charm	⇧

Midair Spells
Notable Spells and Skills

Magic Burst

Remaining MP Consume All enemies
Consumes all remaining MP to deal damage to all enemies.

High MP consumption Target
The more MP consumed, the greater the damage dealt to the enemy.


Defeated Slime Breath B and the others!

It is best to consider the situation carefully before casting it. ↓ Since it uses up all MP

Recommended Accessories

Heart
Jaguar Mage Heart

Spell critical deal
Damage and recovery dealt by spell criticals

Fukuryou Attack Spells
Since the recovery amount increases by 50%, atta

Healing spells also suited for Sages
it is suited for Sages, who possess both and healir

Recommended secondary occupations

Mage
Mage

Luminary
Luminary

Jobs Mage
In addition to Mages, who have the class trait "Magic Runaway",

Magic Runaway
The options for support spells and skills increase, and it is also recomm

The options for support spells and skills increase, and it is

also recommended to take on the Superstar vocation, which makes it e

Advanced Class

Luminary

Has special effects

There are many unique skills

A vocation that feels like an evolved version of the Troubadour (笑わせ師), with many sk

A vocation that feels like an evolved version of the Troubadour. Burst Charge

There are also skills and vocation traits that make this easier.

Unlock Conditions: Dancer | Troubadour | Jester | These three | Master the vocation

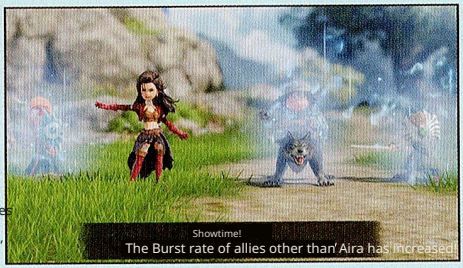
Class Traits

Showtime

Party members other than yourself

Makes Burst Charge easier to trigger

It becomes easier for allies to Burst Charge, making battles much more advantageous. As for your own Burst Charge, You can trigger it using the skill 'Battle Cry'.



Showtime!
The Burst rate of allies other than Aira has increased.

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Battle Cry	8	049
2	Moonsault	4	048
3	Baton Pass	10	049
3	A Snap, Crackle, Poof	8	049
4	Oomph	8	046
5	Hustle Dance	16	050
6	Killer Juggling	12	047
7	© Gold Shower	0	047
8	© Miracle Moon	16	048

Stat Modifiers

Max HP	⇓
Max MP	—
Attack Power	Lulu
Defense	Lulu
Magical Might	Meet Meet Meet
Magical Mending	
Strength	Lulu
Resilience	⇓⇓
Agility	—
Deftness	⇑
Charm	Meet Meet Meet

Notable Spells and Skills

Gold Shower

Flower all-enemy attack

An area attack that consumes 1000 gold instead of MP.

Since it is non-elemental, it can deal stable damage to enemies.

Now, let's keep 'em coming!!

It can deal quite a bit of damage. Try using it if you have gold to spare.

Recommended Accessories

Lips Heart

Increases charm at the start of battle.

Attack power and spell effectiveness decrease but it is no problem if fighting primarily with support.

Recommended secondary occupations

Sage

Whether to use spells as the main force as a Sage, or strengthen physical attacks as a Pirate

Pirate

Superstar & either Druid (Tenchi Ramheishi)

Job change possible

Master other occupations to become eligible for a job change to [illegible] (Ramheishi).

2
DRAGON QUEST VII Advanced Job: Luminary

Advanced Class
Advanced Vocation

Pirate

Pirate

With powerful attack skills

Let's overpower the enemy.

Can learn many powerful attack skills.

A dynamic physical attacker. Groups and all enemies are the targets of many skills, allowing you to defeat ene

Unlocking Conditions

Thief + Mariner

Master these two vocations

Class Traits

Ocean Roar Canon

Every time you attack

Defense and Attack increase

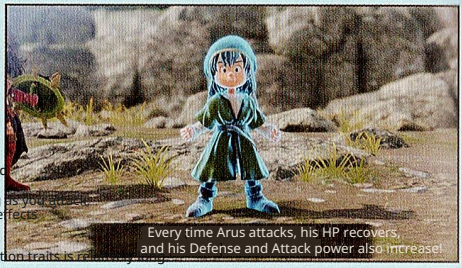
HP is also restored

Whether it is a normal attack, special skill, or spell, as long as you

Attack and Defense increase, and HP recovery effects

can be obtained

...can be executed. The effective number of turns for vocation traits is



Every time Arus attacks, his HP recovers, and his Defense and Attack power also increase!

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Power Throw	4	048
2	Hatchet Man	4	048
3	Cleave	4	048
4	Scrap Mettle	9	048
5	Maelstrom	16	045
6	Axes of Evil	12	047
7	Cannonball Throw	12	048
8	Parallax	12	047

Stat Modifiers

Max HP	Meet
Max MP	⇩⇩
Attack Power	
Defense	
Magical Might	
Magical Mending	Rururu
Strength	
Resilience	
Agility	
Deftness	
Charm	⇩⇩⇩

Notable Spells and Skills

Azure Demon Slash

Deals heavy damage to the enemy, and may also cause paralysis.

A major skill. The attack targets a single enemy, but its ability to inflict status ailments is powerful.

...and if you're lucky, will paralyze them. Deals about 3 times the damage of a norr

Recommended Accessories

Mighty Armlet

Increases Attack by 20 when equipped.

Accessory. Specializes in physical attacks

Also, because it is a vocation, the benefits are grea

Recommended secondary occupations

Battle Master + Luminary

Battlemasters will adopt a more offensive combat style.

Superstars will be able to perform a variety of actions, and can also aim for the master vocation, Druid.

Advanced Class

Paladin

Skills specialized in defense and skills are learned

can learn powerful healing spells.

In addition to enhancement skills that utilize high defense, You can also use healing spells. Solidify your defenses and become the guardian of the party with "Forbearance".

"Unlock Conditions"

Martial Artist

Priest

Master these two vocations

Class Traits

Paladin Guard

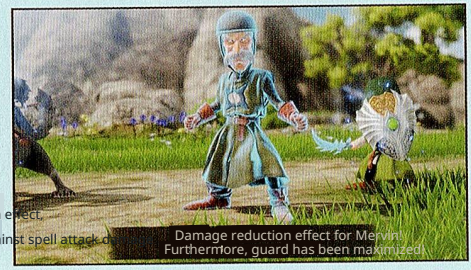
Maximize your guard rate with Knight's Stance

Also reduces damage

By maximizing the guard rate and damage reduction effect,

Not only against physical attacks, but also strong against spell attack d

Let's take on attacks with "Forbearance."



Damage reduction effect for Melvin.
Furthermore, guard has been maximized.

Spells and Skills Learned by Vocation Rank

	Spell/Skill Name	MP Cost	Detailed Page
1	Kabuff	6	046
1	Wind Sickles	4	047
2	Midheal	6	046
2	Squelch	2	046
3	Forbearance	10	049
4	Big Shield	3	049
4	Miracle Shield	4	049
5	Thin Air	10	047
6	Person Multiheal	28	046
6	Zing	12	046
7	Great Defense	8	049
7	Kerplunk	All	046
8	Grand Cross	24	047

Stat Modifiers

Max HP	Meet Meet Meet
Max MP	Meet Meet Meet
Attack Power	Meet Meet Meet
Defense	Meet Meet Meet
Magical Might	↓ Ru
Magical Mending	Meet Meet Meet
Strength	Meet Meet Meet
Resilience	Meet Meet Meet
Agility	Rururu
Deftness	Rururu
Charm	—

Notable Spells and Skills

Grand Cross

A wind-attribute attack skill that deals massive damage to all enemies.

It deals especially large damage to zombie-type enemies.

As it is a powerful skill, its MP cost is rather high at 24. Refrain from overusing it.

Recommended Accessories

Kerplunk Bracer

Defense increases by 10 when equipped.

If the wearer falls, 'Kerplunk'

It also has an effect that activates automatically.

Recommended secondary occupations

Battle Master

Specializes in physical attacks

Combining this with the Battlemaster, who specializes in physical attacks, leaves no gaps for both defense and defense.

This provides countermeasures against spells and a full range of

Armamentalist

Combining this with the Armamentalist, leaves no gaps for both defense and defense.

Physical

Offense and Defense

Spell

Countermeasures

Full range of elemental attacks

Armamentalist

Physical

Fallen

2

DRAGON QUEST VII Advanced Vocation Paladin

2
DRAGON QUEST VI Advanced Vocation: Monster Master

Advanced Class
|||| Advanced Job |||||||

Monster Tamer

Monster Tamer

Various monsters

summon and set upon the enemy

Summon monsters from 4 different families
Learns attack skills. Also, dark attribute spells
and also learns skills and spells that inflict status ailments

Unlocking Conditions | 2. Thief | Shepherd | Master these two vocations

Class Traits

Summon Warriors

When calling for companions

It becomes easier to summon powerful monsters

The strength

of the monsters summoned by the "... Call" skills is random, but if you u

High Rank
Higher-tier powerful monsters become more likely to appear

Gabo's voice calling for companions
has become more likely to reach the companions

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Slime Call	6	047
1	Tame Monster	6	049
2	Zam	6	045
2	Dazzle	3	046
3	Zombie Call	10	047
4	Dolkuma	12	045
5	Ferocious Mist	6	049
6	Call Beast	16	047
7	Dolmore	28	045
8	Call Dragon	24	048

Stat Modifiers

Max HP	—
Max MP	—
Attack Power	⇧
Defense	—
Magical Might	⇩
Magical Mending	⇩
Strength	⇩
Resilience	⇩
Agility	⇩
Deftness	⇩
Charm	⇩

Notable Spells and Skills

Call Dragon

Summons a powerful dragon-type monster to attack. Among
those summoned, the Gigant Dragon is of the strongest class.

Strikes the ground following a Flame Breath
..., and launches a fierce attack on all enemies.

Recommended Accessories

Hell Jurassic Heart

When equipped, you will always act first
can. If a powerful monster on the first turn
can be summoned, you should be able to win cons

Recommended secondary occupations

Thief | Sage

Cross-classing with a Thief, inflicting status ailments using skills...
allow for follow-up attacks. Combining it with the Sage class is the max
MP can be supplemented, and your choice of spells will increase signi

Master Class

Godhand

Godhand

Uses extremely powerful attack skills

The Ultimate Physical Attacker

The pinnacle of physical classes. Both offense and defense are powerful, but skills

The lineup is offensive-oriented. The parameters are

Everything increases across the board, except for MP and magic power.

Sword of Abundance
Unlocking Conditions

Battle Master

Paladin

These two

Master the vocation

Class Traits

Clone

Creates a clone of oneself to perform the same actions

Attack skills for 3 people

Strikes with an attack skill three times in a single use. MP cost

is only required for one use, so let's use powerful skills.

Note that once the effect is triggered, the duplicate will disappear immediately.

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	© God Smash	10	047
2	Book: Gale	8	049
3	© Flash Slash	16	047
4	© Multifists	12	048
5	Heaven and Earth Stance	12	049
6	◎ Mind's Eye Slash	8	047
7	Big Bang	24	048
8	© Ultima Sword	40	047

Stat Modifiers

Max HP	↑
Max MP	—
Attack Power	Meet
Defense	Meet
Magical Might	↓↓↓
Magical Mending	↓↓↓
Strength	Meet
Resilience	Meet
Agility	Meet
Deftness	↑↑↑
Charm	—

Notable Spells and Skills

Ultima Sword

Single-target physical attack consumes Magic Power

A powerful ultimate single-target physical attack. Since the MP consumption is quite high at 40,

it is best to save it for battles against strong enemies.

Formidable enemies

Preserve

Attribute ⇐

Since it is a non-elemental attack, it bypasses the

You can use it without worrying about attributes.

Recommended Accessories

Skeleton Swordsman's Heart

The more consecutive hits an attack lands, the more its power increases. Anyway, the power of physical attacks is all you need to think about increasing!

Recommended secondary occupations

Martial Artist

2 Armamentalist

Multiclassing with a Martial Artist increases the attack power parameter.

And further enhancement is also possible with skills like "Spirit Strike".

It is also an option to aim for an increase in the power of elemen

Armamentalist

Master Class

Druid

Druid

Superhuman strength

With highly destructive attack spells, enemies

A spell attacker capable of wiping them out

skills are learned Special Skills

Most of the spells and skills learned are attack spells

With this, they can learn the strongest fire, ice,

light, and non-elemental spells. Furthermore, HP & MP re

Unlock conditions

Unlocking Conditions

賢者 Sage

Luminary

Pirate or any two

Pirate vocations

Master the vocation

Class Traits

Summon Genma

For 4 turns

At the start of the turn

Summons a Genma

For 4 turns, Kakaron, Bal Baru, Domedi, Kusharami summons Genma in this order. The Genma will

At the start of the turn, each to the right

Uses the indicated spells or skills.

Use

Kakaron

★ Spells and Skills 3

Healing

The summoner's HP

Completely restores, and

Removes negative effects as well

Aura

All enemies

Slashes 5 times

Barbaroo

Spells and Skills

Sword Dance

Without choosing a target

Domedi

Spells and Skills

Kazammle

1 enemy dark attribute

Dark attribute to 1 enemy

Damage-dealing spells

Slightly lowers resistance

Kusharami

Spells and Skills

Genma Dance

Summoner's

Wave spells

Increases power

Spells and Skills Learned by Vocation Rank

Vocation Rank	Spell/Skill Name	MP Cost	Detailed Page
1	◎Pillar of Fire	8	048
2	◎Magma	10	048
3	©Ligospark	20	047
4	©Kafrizzle	40	046
4	人Breath of Magic	0	050
5	©Kacrackle	46	045
6	人Omniheal	48	046
7	©Kaboomle	50	045
8	©Medroa	60	045

Stat Modifiers

Max HP	↓Ru
Max MP	⇑⇑⇑
Attack Power	Lulu
Defense	Ru
Magical Might	Meet
Magical Mending	Meet
Strength	Ru
Resilience	Ru
Agility	—
Deftness	—
Charm	Meeting

Notable Spells and Skills

Medroa

A spell that deals non-elemental damage to one group of enemies. Tremendous power, but after casting, spell power decreases by 2 stages.

Drop by stages

How to cast Medroa!

...and compensate for the drawbacks after use. It is also good to combine i

Recommended Accessories

Mage Imp's Heart

Magic Power

If MP is half or less, magic holy water

Automatically uses water. Since MP consumption is

intense, try to cover it with items.

Magic Power consumptio

Recommended secondary occupations

Sage

2 Armamentalist

Powerful Spells

Sages can cast powerful spells twice due to their vocation trait.

Vocation

Also, by utilizing the Armamentalist's vocation trait, the

already strong elemental spells of the Druid can be strengthened even fu

2
DRAGON QUEST VII > Master Class: Hero

Master Class 勇者

Hero

lightning-attributed, Hero-exclusive

Can learn multiple abilities.

Zap-type attack spells and powerful attack abilities, all enemies

Also learns 'Disruptive Wave', which removes buffs from the entire group.

Its vocation traits are also super powerful, making it the strongest vocation.

Unlocking Conditions

Any of the advanced vocations

Master three vocations

Arus learned the evil-banishing skills Hero's Light and Hero's Shield!

Class Traits

Proof of the Hero

Usable only by the Hero

Learn evil-banishing skills

During the few turns while "Hero's Proof" is active, the Hero's can use the special skills "Light" and "Hero's Shield" once each.

Check the effects of the special skills on the details page.

Special skills available during Burst	Details Page
© Hero's Light	048
Human Hero's Shield	050

Spells and Skills Learned by Vocation Rank

Rank	Spell/Skill Name	MP Cost	Detailed Page
1	Kaclang	16	046
1	Kabuff	6	046
2	© Zap	16	046
2	© Poof	2	045
3	© Gigaslash	18	047
4	Person Multiheal	28	046
5	© Sword Dance	18	048
5	Kazing	24	046
6	© Kazap	32	045
7	Disruptive Wave	18	049
8	Gigabreak	40	047

Stat Modifiers

Max HP	
Max MP	
Attack Power	
Defense	
Magical Might	
Magical Mending	
Strength	
Resilience	
Agility	
Deftness	
Charm	

Notable Spells and Skills

Gigabreak

An elemental area-of-effect special skill. Since the MP consumption is as high as 40, be care-

It cannot be used frequently, but it exerts immense power against enemies weak to lightning.

Strike down enemies with a lightning-clad blow.

It is an enhanced version of "Gigaslash."

Bulpin unleashed Gigabreak!

Recommended Accessories

Mud Mannequin Heart

MP absorption rate with a staff when equipped

10% increase. The Hero also consumes a lot of MP,

so you'll want to recover it even a little at a time.

Recommended secondary occupations

Godhand

Druid

If you want to focus on physical attacks, dual-class as a Godhand, and if you want to focus on spell attacks, dual-class as a Druid. Dual-classing two master vocations will ma[illegible]g.

V Style Multi-Class Guide

By multi-classing vocations
Raise powerful characters!

Advance the adventure
As you progress through the adventure, each character can t
By holding multiple vocations simultaneously, para
vocation combination
Not only do the stats change, but depending on the combina
it becomes possible to draw out the strength of the protagon
can be achieved. From the next page, we will introduce recom
Vocations are introduced along with characters that have goo
so please use this as a reference when taking on multiple voc

Advantages of Dual-Classing

With two vocations,
parameters change even further.

When you take on a vocation, various parameters change, but
in the case of dual-classing, the parameters of the other vocation are also
added on. Depending on the vocation, parameters that tend to decrease
vocation compensate
For parameters as well, compensating with two vocations
allows you to cancel out the disadvantages and further enhance your character.

spells that can be used and
Abundant skills

By learning the skills and spells of two vocations, the choice of action
matching enemy weaknesses
expands. Selectively using attacks tailored to the enemy's weaknesses
or referring to specific parameters for power and success
Special Skills
Skills that change rates and the like, when combined with skills from an
can make their effects further enhanced.

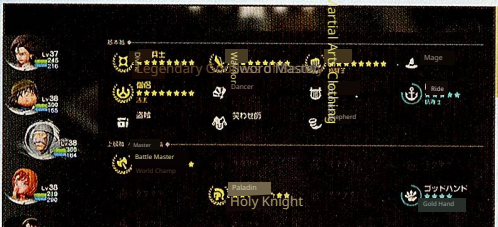
Usable
Two Vocation Traits!

When entering the Burst state, what each vocation possesses
can choose and activate either of the unique effects. Vocation
Depending on the class traits, with the skills of the other class
Some combinations allow for powerful attacks or
support, making it easier to turn the tide of battle.

Vocation mastery
Earn efficiently!

When you hold multiple jobs simultaneously, the proficiency level of eac
Proficiency level increases.
Furthermore, if you have mastered one of the jobs,
Job proficiency,
the job proficiency earned in the other job will also increase slightly.
Proficiency level,
Use this to develop advanced or master classes where job ranks are diffi
Advanced Class
Development and Utilization
Use this to develop advanced or master classes where job ranks are diff

If you are aiming for an advanced or master class...



Master specific classes and
To even greater heights!

Advanced Class
Once you master specific vocations, advanced vocations and maste
vocations will become available for class change. All of them involv
Unlocking Conditions
Since you need to master them, holding multiple job classes
it is recommended to select and train the job classes that serve as
is recommended. Ultimately, depending on which advanced or ma
you want to become, decide on your strategy and take the shortes
Aiming for this will make it easier to progress your adventure smo

Recommended Multiclass 1

Priest x Mage

Development
Recommended character t
Maribel

Multiclass Concept

Since this vocation also learns many spells, it becomes easier to exploit enemies' weaknesses with abunda
With the Mage's vocation trait 'Magic Rampage', status
It also makes it easier to inflict status ailments, increasing the s
is also possible. Excels at using spells from the starting class.
Maribel, with staffs and robes, attack magic and healing
Strength is easy to increase, making this ideal for multi-class
Mastering these professions will allow for a career change to
This will also make it easier to aim for the Druid (Jiraiyesque) class in the future.

オススメかけ Multi-classing

Thief × Shepherd

Development
Recommended character t
Gabo

Multiclass Concept

Since the Shepherd's "Sheep Dance" and "Counting Sheep" can put enemies to sleep, you can aim for massive damage with the Thief's "Hypnos Hunt." The Agility
With a high-speed Ruff, he can take the lead to stop enemies, or as a Thief, it's easy to aim for follow-up attacks with the job trait 'Wiles'.
For the areas where he is fragile in terms of stats, use the Shepherd's 'Woo-lly Guard' to increase Resilience, or 'Moreheal', Let's cover it with healing. Ultimately, both vocations should be mastered, aiming for a class change to Monster Masher

Recommended combination ③

Dancer × Troubadour

Development
Recommended character to develop
Maribel
Aira

Multiclass Concept

Both vocations have high Style, and many skills also rely on Style for their effects. By combining them, these advantageous parameters will increase even further, and the power of "Poisc and the success rate of "One-Liner" will also go up.
Style can be enhanced by armor that only Maribel and Aishe can equip, and accessories easily, and once mastered, "Hip
With "Allick," it is also possible to attack with higher power than a normal physical attack. Even after changing jobs to a Superstar, combat maneuvers that leverage high power remain effective.

Recommended Job Combination ④

Superstar × Monster Master

Recommended character to develop

Gabo

Multiclass Concept

Support allies with Superstar skills and aim to halt enemies with Monste

Master skills and spells. Meteorite

Equip items such as bracelets to increase Agility and Ki

You will be able to use "Snapdragon" earlier to prevent status ailments more easily, and it becomes easier to apply "Oomph" before your allies attack. When there are many enemies, disrupt their actions with "Fierce Mist" or "Dazzle" to create an and let your allies attack. Also, with "Baton Pass" It is recommended to yield the turn and increase the number of attacks

Recommended Combination ⑤

Battlemaster × Pirate

Recommended character to develop

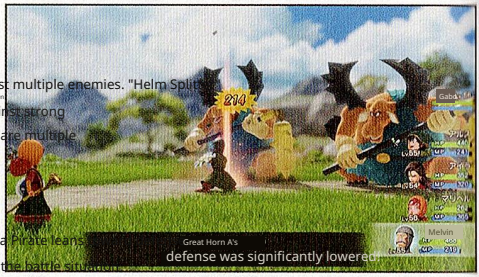
Melvin

Protagon

Multiclass Concept

A combination specialized in physical attacks, the Battlemaster is strong against single targets, while the Pirate is strong against multiple enemies. "Helm Split Using "Unbridled Blade" after lowering defense is effective against strong enemies, allowing you to aim for massive damage. When there are multiple enemies, equip a weapon with special effects and use "Power Throw" to inflict status ailments on all of them at once.

This allows for technical maneuvers like these. Vocations and characteristics mean a Battlemaster leans toward attack, while a Pirate leans adapt to the battle situation in terms of performance, so switch between them according to the battle sit



Sme Multi-tasking ⑥

Armamentalist x Hero

Recommended character to develop

Protagonis

Aira

Multiclass Concept

Physical attacks

An all-rounder type capable of handling both physical and spell attacks, as well as healing. The types of elemental attacks are abu dant, and can create weaknesses themselves using 'Force Break'.

This is also possible. Because it is easy to adapt to various enemies, fighting alone arena a advanced vocation It is also suited for the area where you fight alone. Advanced vocation Among vocations Most difficult unlocking conditi Among the Tier 3 jobs, the Hero has the most difficult unlocking conditi It takes a very long time to develop compared to other vocations, but once mastered, it possesses a unique and unparalleled strength.

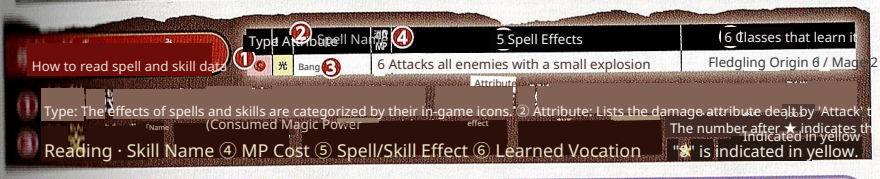
Leading the way

There is no doubt that they will lead the party.

Mistake

Spells and Skills Data

The effects of spells and skills learned by each class, etc., are listed in alphabetical order by type.



Spells

Rank	Spell Name	Cost MP	Spell Effect	Learned Vocation
	Bang	6	Attacks all enemies with a small explosion.	Fledgling Netmaster 6 / Mage 2
	Kaboomle	50	Blows away all enemies with an unimaginable explosion	Druid 7
	Kaboom	24	Attacks all enemies with a tremendous explosion	賢者★5
	Light Boom	12	Attacks all enemies with a large explosion	Mage ☆6
	Kazap	32	A tremendous lightning bolt strikes a group of enemies	Hero 6
	Sizz	4	Attacks one group of enemies with a small flame	Novice Netmaster 5
	Bolagraid	38	Burns one group of enemies with earth-shaking flames	Armamentalist 7
	Coral Rain	6	Fragments of coral crushed by a raging current rain down on all enemies	Novice Fisherman 7/Sailor ★4
	Whack	5	A cursed word that invites a single enemy to death.	Priest 7
	Thwack	10	A cursed word that invites all enemies to death.	Sage 4
	Jibaria	6	Sets an earth-attribute magic circle on a single enemy that explodes when they take an action.	Thief 2
	Jibarina	20	An earth-attribute magic circle on a group of enemies that goes on a massive rampage when they take an action.	Thief 7
	Jibarica	12	Creates an earth-attribute magic circle on 1 enemy that causes a massive explosion when they act	Thief 4
	Zammle	12	A massive power of darkness strikes 1 enemy	Monster Tamer 4
	Zam	6	Attacks 1 enemy with the power of darkness	Monster Tamer 2
	Kazam	28	A destructive dark power attacks a single enemy	Monster Tamer 7
	Poof	2	Banishes all enemies into the light	God's Soldier 2/Hero ★2,
	Woo	4	A small tornado tears through 2-3 enemies	Priest 2
	Kaswoosh	14	Two tornadoes carve up 2 to 5 enemies.	賢者★2
	Kaswoosh	9	A violent tornado slices through 2 to 4 enemies	Priest 5
	Kaswooshle	36	A massive tornado carves up 3 to 6 enemies	Sage 7
	Crackle	8	A small pillar of ice pierces through a group of enemies	Priest 4
Ice	Hyad	3	Attacks a single enemy with a blade of ice	Novice Master Fisherman 4
	Begiragon	16	Burns a group of enemies with hellfire	Armamentalist 2
	Sizzle	7	Burns a group of enemies with intense flames	Mage 4
	Magic Burst	All	The ultimate spell that consumes all MP to annihilate all enemies	賢者★8
	Kacrackle	46	A massive pillar of ice engulfs all enemies and pierces through them	Druid 5
Ice	Kacrack	20	A massive pillar of ice engulfs all enemies and pierces through them	Armamentalist 5
	Drain Magic	0	Absorbs MP from a single enemy	Mage 5
	Maelstrom	16	Deals damage to all enemies with a powerful torrent of water	Pirate 5
	Kamikazee	1	A forbidden spell that crushes all enemies at the cost of one's own life	Sailor 7
	Medroa	60	A magical explosion caused by the collision of different attributes; the power of spells decreases as a result	Druid 8

Type	Attribute	Spell Name	Cost MP	Spell Effect	Learned Vocation
Attack Spell	Fire	Friz	2	Attacks a single enemy with a small fireball	Novice Netman 2 / Mage 1
	Fire	Kafrizzle	40	Scorches a single enemy with a massive pillar of fire	Druid (Summoner) 4
	Fire	Frizzstorm	12	Fires 4 small fireballs at random enemies.	Novice Master Fisherman 8
	Fire	Kafrizz	18	Incinerates a single enemy with a giant fireball.	Mage 8
	Fire	Merami (Frizzle)	8	Attacks a single enemy with a large fireball.	Mage 3
	Lightning	Raidein (Zap)	16	Intense lightning strikes a single group of enemies.	Hero 2
Buff Spells	-	Kaclang	16	Transforms one ally into steel to nullify attacks.	Hero 1
	-	Giga Justice	30	Dispels all effects from both allies and enemies and blocks enemy spells.	Protagonist
	-	Buff	3	Greatly increases the defense of one ally	Fledgling Fisherman ★3/Priest 2
	-	Kabuff	6	Slightly increases the defense of all allies	Sage 3/Paladin ★1/Hero ☆1
	-	Oomph	8	Greatly increases the attack power of one ally	Armamentalist 2/Superstar 4
	-	Oomphle	4	Slightly increases the attack power of one ally	Novice Fisherman 6
	-	Accelerate	2	Significantly raises the agility of a single ally.	Troubadour 1
	-	Acceleratle	4	Slightly raises the agility of all allies.	Troubadour 7
	-	Insulatle	12	Reduces breath damage for all allies	Sage 1
	-	Magic Barrier	4	Creates a barrier that reduces spell damage for all allies	Armamentalist 3
	-	Bounce	6	A magical barrier that reflects spells for a single ally.	Magic Knight 5
Debuff Spells	-	Divine Spell	4	Significantly lowers a single enemy's resistance to spells.	Troubadour 6
	-	Blunt	6	Reduces one enemy's Attack power.	Mage☆ 5
	-	Decelerate	2	Significantly lowers the agility of a single enemy	Jester 3
	-	Deceleratle	4	Slightly lowers the agility of all enemies	Jester 5
	-	Majestics	12	Dispels all positive effects from a single enemy	Protagonist
	-	Dazzle	3	Envelops a group of enemies in illusions	Novice Fisherman 3 / Mage 2 / Monster Tame
	-	Fizzle	3	Seals the spells of one enemy group.	Priest 3
	-	Fuddle	3	Confuses a single enemy	Novice Fisherman 7
	-	Snooze	3	Puts a single enemy to sleep	Mage 1
	-	Kasap	4	Slightly lowers the defense of all enemies	Mage 4
	-	Sap	2	Greatly lowers the defense of a single enemy	Mage 3
Healing Spell	-	Kiararu	2	Cures confusion for all party members	Shepherd 4
	-	[illegible]	2	Cures poison from a single party member	Fledgling Fisherman 5 / Priest 1 / Sage 1 / Pala
	-	Tingle	2	Cures paralysis and sleep for all party members	Sailor 2
	-	Zing	12	Revives a single party member, but sometimes fails	Priest 7/Paladin ★6
	-	Kazing	24	Reliably revives a single party member	Sage 4/Hero 5
	-	Midheal	6	Restores a single party member's HP by 65~	Priest 3/Sage 1/Paladin 2
	-	Moreheal	12	Restores a single party member's HP by 164	賢者☆3
	-	Fullheal	20	Completely restores a single party member's HP	賢者☆6
	-	Omniheal	48	Completely restores all party members' HP	Druid 6
	-	Multiheal	28	Restores 90~ HP to all party members	Priest 6/Paladin ★6/Hero 4
	-	Heal	2	Restores 25~ HP to a single party member	Novice Fisherman 2 / Novice Net Master 7 / Pri
	-	Kerplunk		Sacrifices one's own life to completely revive all party members	Paladin 7
	-	Ribehoimi	8	Restores 22~ HP to a single party member and grants automatic HP recovery	Shepherd 4
	-	Ribehoim	16	Restores 52~ HP to a single party member and grants automatic HP recovery	Shepherd 7
	-	Reheal	3	Restores ~9 HP to one ally and grants automatic HP regeneration	Shepherd 2
Movement Spell	-	Roola	0	Instantly travel to a previously visited location	Protagonist

Skill Name	Cost MP	Skill Effect	Learned Vocation
Assassin Attack	6	Attacks an enemy's vital spot, occasionally causing instant death.	Thief 8
Leg Sweep	1	Trips up a single enemy by sweeping their feet	Martial Artist 2
Ultimate Sword	40	The ultimate secret technique of the Sword God, unleashing a powerful blow on a single enemy	Godhand 8
Lightning Inazuma	8	Calls down intense lightning to attack all enemies	Sailor 8
Lightning Lightn	2	Imbues a sword with the power of lightning to strike a single enemy	Fledgling Prince 5
Summon Axes of Evil	12	A full-force major attack that crushes one group of enemies	Pirate 6
Flame Slash	2	Imbue the sword with the power of fire to slash a single enemy.	Fledgling Prince 2/Magic Knight 1
Helm Splitter	4	Slash a single enemy from above, lowering their defense.	Fledgling Prince 6/Sailor 5
Wind Sickles	4	Whip up a whirlwind to slice a single enemy to pieces.	Paladin ★1
Bite	2	Call a wolf to bite a single enemy.	Wolf Boy 5
Boulder Toss	8	Throws a giant rock to attack all enemies	Battlemaster ★6
Gigaslash	18	Sweeps away all enemies with the Lightning Blade, a secret technique of the Hero	Hero 8
Gigabreak	40	Strikes down all enemies with the Lightning Blade, a finishing sword move of the Hero	Hero 8
Killer Juggling	12	Throws balls at random enemies and occasionally causes confusion	Luminary 6
Grand Cross	24	Divine judgment is handed down to all enemies	Paladin 8
Call to Arms	16	Calls upon a reliable ally from among the beast family	Monster Tamer 6
Gold Shower	0	Spend 1000G to deal celebrity-class damage to all enemies	Superstar 7
Godsmash	10	Pierces through 1 enemy with a divine flash. High chance of a critical hit.	Godhand 1
Unbridled Blade	8	Slashes 1 enemy from above for heavy damage.	Fledgling Prince 8/Battle Master 3
Multislash	5	A super-fast 4-hit attack that slices randomly chosen enemies.	Fledgling Prince 7/Divine Soldier 5/Warrior 5
Shield Attack	2	Attacks 1 enemy while protecting oneself from attacks.	Divine Soldier 2/Warrior 2
Jigospark	20	Strikes 1 group of enemies with hellish lightning, occasionally causing paralysis.	Druid 3
Mercurial Thrust	2	Slashes 1 enemy and slightly increases the user's agility.	Battle Master ☆2
Death Dance	4	A terrifying dance that invites all enemies to their deaths.	Yubal Dancer 8
Majihibiki	6	Violently shakes the earth to attack all enemies, occasionally knocking them down	Sailor 6
Shine Squall	10	Attacks all enemies with a shower of light, lowering their spell resistance.	Bard 3
Scorching Slash	16	A lethal sword skill that slashes all enemies with a scorching blade.	Magic Knight 6
Mind's Eye Flash	8	A quick-draw slash that is guaranteed to hit 1 enemy.	Godhand ★6
Thin Air	10	Slashes all enemies with a vacuum blade.	Paladin ★5
Vacuum Slash	2	Imbues a sword with the power of wind to strike a single enemy.	Magic Knight 1
Leg Sweep	2	Attacks a single enemy with speed like walking on water; occasionally inflicts dazzle	Sailor 1
Water Current Slash	2	A ship guardian's sword technique effective against Material-type enemies; occasionally lowers lightning resistance	Fledgling Fighter 4
Summon Slime	6	Calls forth a popular companion from among the Slime family.	Monster Tamer 1
Knuckle Sandwich	5	Strikes 1 enemy with a straight punch. Deals exceptional damage on a critical hit.	Martial Artist 8
Flash Slash	16	A special sword technique that slashes all enemies with a shining sword of light.	Godhand 3
Unbridled Blade	16	Slashes a single enemy at full power for massive damage	Battlemaster 8
Warrior Demon Slash	12	A spirited master move that occasionally paralyzes a single enemy	Pirate 8
Summon Zombie	10	Summons a helpful companion from the zombie family	Monster Tamer 3
Undead Undoer	2	A soul-sending sword technique highly effective against zombie-type enemies	Soldier of God 6/Warrior 6
Tackle	0	Tackles a single enemy; the higher your HP, the stronger the attack	Sailor 3

Monsters and effects are included in the 'Summoned Monster List' on page 050.

Type	Attribute	Skill Name	Cost MP	Skill Effect	Learned Vocation
Attack Skill	-	Thanatos Hunt	5	Deals massive damage equal to 6 times a normal attack to poisoned or paralyzed enemies!	Thief 8
	-	Sword Dance	18	A magnificent sword dance that slashes wildly across a single enemy group.	Hero 5
	-	Scrap Mettle	9	A powerful blow that may also lower the enemy's defense.	Pirate 4
	-	Unbridled Blade	8	Deals 6 consecutive attacks to a single enemy with Unbridled Blade.	God's Soldier 8 / Warrior 8
	-	Focus Strike	2	Attacks a single enemy and infuses oneself with fighting spirit, increasing attack power.	Martial Artist 1
	-	Howl	5	Summons wolves for an indiscriminate 4-hit all-out attack.	Wolf Boy 8
	-	Sheep Stampede	6	An all-out attack with a flock of sheep. The number of sheep increases with consecutive use.	Shepherd 8
	-	Flying Knee	2	A knee strike against a single enemy. Highly effective against flying enemies.	Martial Artist 4
	-	Dragon Slash	2	A dragon-slaying sword technique that is highly effective against Dragon-type enemies.	God's Soldier 7 / Warrior 7
	-	Call Dragon ※	24	Summons the strongest companion from the Dragon family.	Monster Tamer 8
	-	Klepto Clobber	2	Slashes a single enemy and steals an item they are holding.	Thief 1
	-	Backwater Sword	2	A desperate blow whose power increases the lower the HP is	Battlemaster★7
	-	Multifists	12	A furious 7-hit barrage that strikes without choosing a single enemy group	Godhand 4
	-	Butterfly Dagger	3	Slashes a single enemy and occasionally paralyzes them	Thief 6
	-	Falcon Slash	4	A high-speed double attack on a single enemy, like a falcon	Battlemaster★4
	-	Powerful Throw	4	Thrown with full force, dealing equal damage to all enemies	Pirate 1
	-	Rend	3	Calls wolves to tear apart 1 group of enemies	Wolf Boy 6
	Fire	Big Bang	24	Blows away all enemies with a massive explosion, but becomes unable to move due to recoil	Godhand 7
	-	Hip Attack	2	Charges with a large hip. If charm is high, the power also increases	Jester☆1
	※	Pillar of Fire	8	Raises a pillar of fire to burn 1 enemy to ashes	Druid 1
	-	Hypnos Hunt	5	Deals massive damage, 6 times a normal attack, to sleeping or confused enemies!	Thief 6
	Ice	Freezing Flurry	18	Slashes 1 enemy 4 times with a frozen sword	Armamentalist 8
	-	Force Break	10	A magic bullet with twice the power of a normal attack; lowers all attribute resistances.	Armamentalist 4
	-	Spinning Slash	4	Sweeps through 1 group of enemies with a swung weapon	Pirate 3
	-	Weird Slash	4	Slashes 1 enemy with strange movements, occasionally causing confusion	Gadabout 8
	-	Poison Dagger	3	Slashes a single enemy and occasionally poisons them	Thief 4
	-	Cannonball Toss	12	Throws a cannonball that explodes on all enemies	Pirate 7
	-	Poison Kiss	4	Blows a poisonous kiss at a single enemy; power depends on Style	Jester of Deja ☆2/Dancer 2
	※	Magma	10	Engulfs all enemies in a sea of magma	Druid 2
	-	Hatchet Man	4	Prone to failing, but delivers a critical hit if successful.	Pirate 2
	-	Mutton Burst	2	Charges like a sheep; the higher the defense, the greater the power.	Shepherd 2
	-	Roundhouse Kick	2	Delivers a roundhouse kick to a group of enemies.	Martial Artist 6
	-	Miracle Sword	4	A secret sword technique that slashes one enemy and heals the user's wounds.	Armamentalist 3
	-	Miracle Moon	16	Elegantly attacks five times at random and restores HP.	Superstar 8
	-	Moonsault	4	Performs a somersault attack on one enemy and slightly increases the user's charm.	Superstar ★2
	-	Multifists	0	Clears the mind and slashes one enemy at random.	Battlemaster ★1
	-	Metal Slash	2	A strike that deals damage to metal bodies.	Soldier of God 4/Warrior 4
	-	Double-Edged Slash	6	Deals massive damage to one enemy but also damages the user.	Battlemaster ★5
	-	Knuckle Sandwich	4	Slashes one enemy and occasionally lowers their attack power.	Soldier of God 3/Warrior 3
	Light	Hero's Light	0	Deals damage to a single enemy with a holy light, stunning them and lowering their lightning resistance.	Hero (Usable only during Burst)
	-	Rose Typhoon	12	Attacks all enemies with a rose-colored whirlwind and occasionally charms them.	Tabak Dancer ★5/Dancer 8
Strengthen Skill	-	Wool Guard	4	Wraps the body in wool, significantly increasing defense and ice resistance	Shepherd 3
	-	Parrying Stance	8	Parries physical attacks and deals damage to one random enemy	Martial Artist 5

effect Included

* Summoned monsters and their effects are listed in the 'Summoned Monster List' on page 050

Skill Name	Cost MP	Skill Effect	Learned Vocations
Defensive Stance	4	Counters the opponent upon a successful shield block	God's Soldier 1
9 Aria of Awakening	8	Slightly increases the power of all allies' offensive spells	Troubadour 4
Melody of Wind	6	Reduces wind-element damage for all allies	Troubadour 2
Focus Strength	2	Focuses energy to increase the power of the next attack and ensure it hits.	Fledgling Prince 3 / Soldier of God 1 / Warrior 1
Strong Wind	8	Protects all allies with a wind barrier that reflects breath attacks.	Godhand 2
Snapdragon	8	Protects one ally from negative effects with sparkling power.	Luminary ★3
Ice Melody	6	Reduces ice-elemental damage for all allies.	Troubadour 5
Mystical Enlightenment	2	Slightly increases the power and healing effectiveness of cast spells.	賢者★6
Concentration	6	Clears the mind to perform the next skill twice in a row.	Martial Artist 7
Sailor's Dance	4	A cheerful dance that makes it easier to Burst Charge.	Novice Fisherman 5
Great Defense	8	A secret defensive technique that greatly reduces damage taken by oneself.	Paladin 7
War Dance	8	Inspires all allies and slightly increases their attack power.	Dancer of Deja☆4/Dancer 4
Tap Dance	4	Significantly raises one's evasion rate with elegant steps.	Dancer of Deja 1/Dancer 1
Show Off	6	Takes on all negative effects aimed at allies.	Jester 5
Angelic Protection	10	Grants angelic protection that guarantees revival even if one falls.	Priest 8
Heaven and Earth Stance	12	Evade physical attacks and launch a surging counterattack against one group of enemies	Godhand 5
Battle Cry	8	Easier to Burst Charge and Style increases slightly	Luminary★1
Forbearance	10	Stand before the enemy and act as a shield for allies	Paladin 3
Noah's Ark	6	Completely prevents an attack on one ally a single time	Fledgling Fisherman 8
Back Dance	2	Draws attention to one ally, making them more likely to be targeted by enemies	Roamer Dancer ★3/Dancer 3
Baton Pass	10	Yields turn to one ally. Cannot be used consecutively	Superstar 3
Melody of Light	6	Reduces light-attribute damage for all allies	Bard 3
Big Shield	3	A defensive stance that significantly increases shield block rate	Paladin 4
Play the fool	5	Feigns ignorance to dodge physical attacks; increases charm upon success.	Jester 1
Melody of Flame	6	Reduces fire-attribute damage for all party members.	Troubadour 5
Muscle Dance	12	A robust dance that strengthens the physical attacks of a single party member	Roamer Dancer ★5 / Dancer 6
Magic Awakening	16	Significantly increases the power of your own attack spells.	Mage 7
Miracle Shield	4	Restores HP when blocking with a shield.	Paladin 4
One-Liner	9	Makes all enemies laugh; higher charm increases the success rate.	Jester 4
Disruptive Wave	18	Dispels all beneficial effects from all enemies	Hero 7
Frenzy Mist	6	Confuses one group of enemies and increases their attack power	Monster Masher 5
Tickle Punishment	7	Makes one enemy laugh and occasionally lowers their resistance to status ailments	Jester 7
Sultry Dance	2	A weird dance that makes one group of enemies burst into laughter	Soldier of God 1
B Counting Sheep Song	3	A song that puts one enemy group to sleep. Success rate increases if sung consecutively	Shepherd 6
N Sheep Dance	2	Puts a single enemy into a deep sleep with the Sheep Step.	Shepherd 1
War Cry	1	Makes 1 group of enemies cower with a loud wolf howl	Wolf Boy 4
Tame Monster	6	Charms one enemy with an affectionate cheek rub	Monster Tamer 1
Sultry Dance	2	A sultry dance that mesmerizes a single enemy	Roamer Dancer ★1/Dancer 1
Fuddle Dance	8	A mysterious dance that confuses all enemies	Roamer Dancer ★7/Dancer 7
MP Passer	48	Shares own MP with a single party member	Roamer Dancer 6/Dancer 5
Purify	2	Removes a curse from a single party member	Priest 6
Sobering Slap	4	Cures paralysis, sleep, charm, confusion, and dazzle. Charm increases upon success	Jester 2
Angel's Song	18	A singing voice that revives a single party member and restores MP. May sometimes fail	Priest 8
Sleep	0	Sleep deeply to cure poison and dazzle, and recover HP and MP	Wolf Boy 7/Shepherd 5

Type	/ Attribute	Skill Name	Cost MP	Skill Effect	Learned Vocation
[Healing Skills	-	Banter	6	Returns negative effects cast on oneself back to the enemy	Jester 6
	-	Hustle Dance	16	Restores 70~ HP to battle members	Luminary 5
	-	Indomitable Spirit	3	Removes status ailments and significantly increases attack power	Fledgling Prince 4 / Martial Artist 3
	-	Breath of Magic	0	Envelops oneself in a magical wind to gradually recover MP.	Druid (Summoner) 4
	-	Kerplunk Dance	20	A life-risking dance that revives allies. It may sometimes fail.	Roamer Dancer 8
	-	Song of Solace	6	Restores 20~ HP to battle members.	Yubal Dancer 4 / Bard 2
	-	Hero's Shield	0	Sets up a holy light formation that protects all allies and increases resistance to negative effects.	Hero (Available only during Burst)

Summoned Monster List

Monster

This is a list of monsters summoned by the four types of "Summon" abilities learned by Monster Mashers.

One monster is randomly summoned from 3 to 4 different types. Summon a monster suited to the battle situation!

Skill Name	Summoned Monsters	Types	Monster Actions	Effect
Summon Slime	Slime	Attack	Attack	Deals normal attack damage to a single enemy.
	King Slime	Attack	Body Slam	Body slams all enemies to deal damage
	Golden Slime	Attack	Crush	Crushes all enemies to deal massive damage
	Metal-type monsters	Other: Add Metal Slime to enemies		Earn experience points by defeating them. * As the story progresses, Stronger metal-type monsters will begin to appear
		Other: Add Liquid Metal Slime to enemies		
		Other: Add Metal King Slime to enemies		
Summon Zombie	Skull Knight	Debuff:	Sluggish Dance	Significantly lowers the attack power of all enemies
	Walking Corpse	Debuff:	Venom Mist	Inflicts severe poison on all enemies
	Skeleton swordsman (Acts twice)	Weakening	1st action: Burning Breath	Inflicts paralysis on all enemies
		Attack	2nd action: Slashes fiercely	Fiercely slashes a single enemy to deal damage.
Call Beast	Orc	Attack	Multithrust	Deals damage to random enemies with 4 thrusting attacks
	Killer Panther (Acts twice)	Attack	1st action: Guard Crush	Deals damage to a single enemy and slightly lowers its de
		Attack	2nd action: Critical Hit	Deals critical damage to a random enemy.
	Mantigore (Acts twice)	Attack	1st action: Nightmare Breath	Deals dark-element breath damage to all enemies, and reduces the effectiveness of spells and healing.
		Attack	2nd action: Sharp Claws	Deals damage to a single enemy with a two-hit attack
	Baby Panther	Strengthen	Frown	Puts a single ally in the Burst Charge state.
Call Dragon	Crested Viper	Attack	Paralysis Attack	Deals damage to a single enemy and inflicts paralysis
	Dragon	Attack	Scorch	Deals major fire-element breath damage to all enemies.
	Gigant Dragon (Acts twice)	Attack	1st Time: Scorch	Deals major fire-element breath damage to all enemies.
		Attack	2nd Time: Tremor	Deals major earth-attribute damage to all enemies and occa

PART 3

GUIDE to Present & Past World

Adventure in the present and past worlds

Let's adventure in the present & past worlds!

Related information

Maps and related information for towns, castles, and dungeons according to the flow of the story

Introduction Information Family

Introducing by area. Information on powerful monsters is also post

Adventure right before the final battle

ed to support your adventure right up until the final battle.

Part 3

How to Read the Map Page

of the map pages useful for your adventure starting from page 054.
Understanding the Walkthrough
Understand the data and strategy hints, learn how to conquer formidable enemies, and in your adventure
we hope you find this useful. The world is in your hands!

surrounding area name
Surrounding area name
For both the surrounding map and the bas
color being red indicates the past world, a
present world gray lithograph world
indicates the present world. The gray litho
There are some worlds where you can
advance the story without visiting them. So that you can easily find the
The locations are marked with a ★ on the world map next to the regio

Local Map
Islands and Continents
The same map of islands and continents as displayed in the game.

Location of the Traveler's Gate
The starting location of the adventure in the past world.

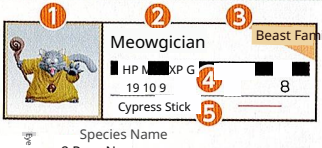
Base name and base location
Names and locations of towns, castles, dungeons, etc. The base locations are,
Surrounding area
Displays the same icons as the 'Surrounding Map' in the game.

Flame Mountain... 075
Introduced in PART3
Name of the base that is
is listed as
Page.

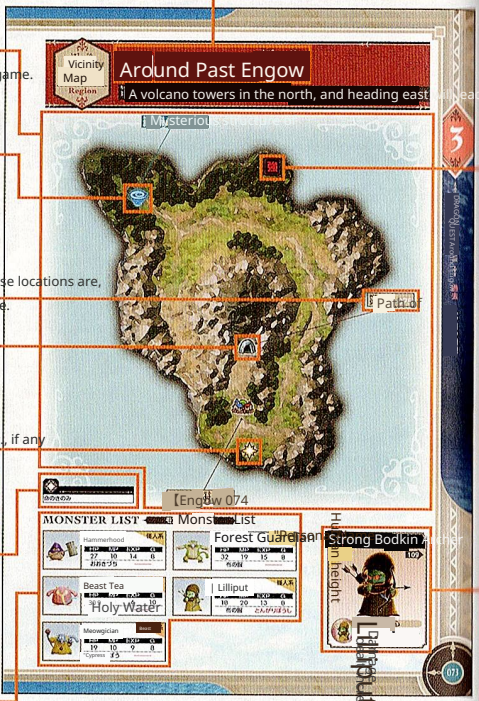
Mysterious Woods
Mysterious Forest
Not introduced in PART3
base. Items that can be obtained
Information regarding items, etc., if any
Published.

Orange sparkles
Items obtained from
List and Location

Appearing Monsters
Appearance Area
Lists the monsters that appear in the fields of the surrounding map and on the floors of the base map.
Only regular monsters are listed; Strong Monsters and Strong—
Monsters that appear as companions to other monsters are not listed.



Species Name
① Appearance 2 Race Names
③ Family
Slime family, Beast greens, Zombie greens
Material Family
[All 12 Types] Material Family, Machine Family, Demon Family, Element Family,
Dragon Family, Undead Family, Nature Family, ??? Family
Hit Points Magic Power
Experience Points
④ (From left) HP, MP, Experience points earned upon defeat
Gold earned upon defeat
⑤ Items that may be dropped when defeated
Black text indicates normal items, and red text indicates rare items.
Only normal items can be obtained with 'Klepto Clobber'.



Information on Strong Monsters
Information and Appearance Location
Location Appearance
Strong monsters that appear in fixed locations on the field. Surroundi
Appearance Area
On the map, the appearance locations are indicated by icons, and on t
Information is also posted. They possess considerable strength, but th
Initial Strong Enemy and Strong
Refer to the "Strong Enemies & Strong Monsters GUIDE!" in
this book to defeat them and obtain rare accessories such as Monster

3
How to Read the DRAGON QUEST VII Map Pages

Location name and important information at that location

Below the location name, four pieces of important information about this location are listed.

Name of the tablet fragment that can be obtained

Defeating events and strong enemies at that base

Everything obtainable is also listed.

None

Number of Mini Medals obtainable: 0

With the Ultimate Key Number of doors that open: 0

Number of treasure chests present

Treasure chests that open without a key or with three types of keys

The quantity of each is also listed.

1 No Key 1 Magic Key 0 Thief's Key 0 Ultimate Key 0

Point Past Village of Engow

Village of Engow 36

Magic Key

Thief's Key

Stone Axe

Medicinal Herb

Can be done to a certain extent.

Base Map

Maps for each floor are included. Various facilities, treasure chests, etc.

Their locations, as well as the connections between maps, are di[illegible]s on the map.

Icons for facilities, etc., on the base map

Inn Church Teleportal Weapon Shop, etc. Armor Shop, etc. Ite[illegible]

Medal King and Lucky Medal Branch Exchange Panel

Goddess Statue

HP、Of MP recovery and adventu[illegible] Recording to the book etc. is possible.

Ultimate Key With the Ultimate Key Door of Can be opened if you have it.

Closed Door Opens by obtaining important items progressing the story, etc.

Stairs Well

Treasure Chest Mysterious Tablet Fragment Orange Sparkles

• Base map connection icon A A ➡001

Page numbers shown

Connections to other spreads also include page numbers.

Treasure Chests & Orange Sparkles

List of items obtainable from

List of Items for Sale

1 Item Name 2 Sell Price

3 Stat Increase

4 Equippable Companions

Items are only 1 and 2. The meaning of 3 is below.

Max HP MP = Max MP Atk = Attack Def = Defense

Magical Might M.Mend = Magical Mending Agi = Agility Dft = Deftness

Charm Eva = Evasion Rate Crit = Critical Rate Blk = Shield Block Rate Abs = MP Absorption Rate

NEW WORLD GUIDE!

Useful knowledge for your adventure and advancing the story

Introduces hints, strategy information, and more.

Formidable Enemies & Strong Monsters GUIDE!

Provides strategies by picking out the tough ones from the strong monsters on the surrounding maps that you will battle during the story.

Appearance 2 Race Name 3 Family 4 Weakness: Fire, Ice, Wind, Lightning, Earth, Darkness, Light

Damage increases with attacks of each attribute.

Susceptible to poison-based status effects such as "Poison Kiss."

Susceptible to sleep-based spells such as "Snooze."

Susceptible to confusion-based spells such as "Fuddle."

Susceptible to charm-based skills such as "Sultry Dance."

Highly susceptible to spell-sealing effects such as "Fizzle."

The darker the text color... Uga is more effective. Water Enclosed in color Snooze... Enclosed in color Fuddle." Items are Burst state weaknesses.

Hammerhood Strong

Flame and Wind

Attack

Increases attack power, Hoofe of Marihal burst

Since he dets carried away

Make sure to be able to withstand counterattacks using 'Kara' or similar. ⑥ Changes when the enemy's Burst is [illegible]

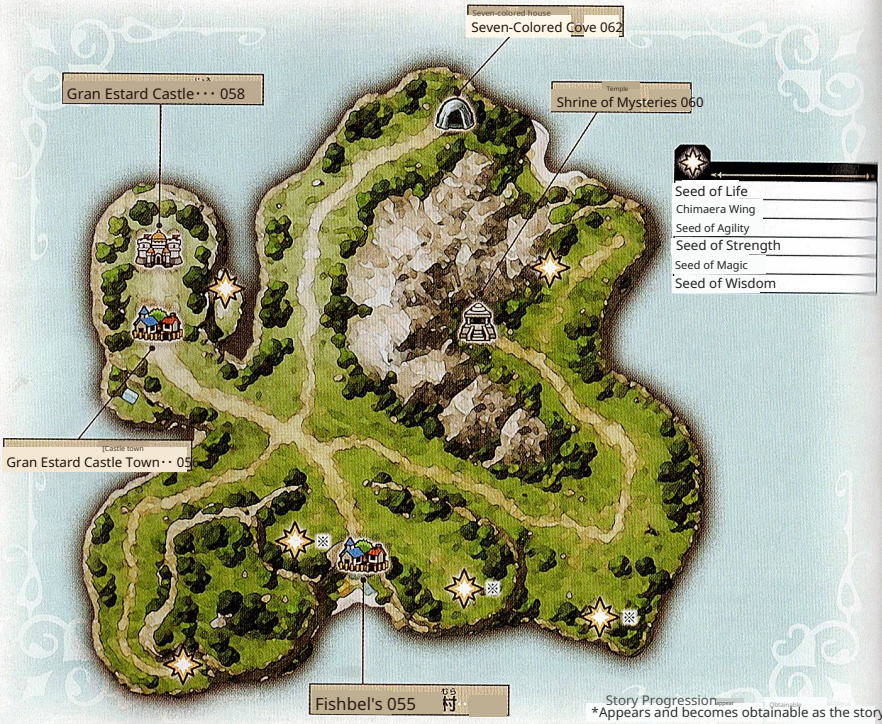
⑤ Dangerous actions to watch out for. Light blue text indicates actions taken only during the enemy's Burst state.

Upon activation

Area Map Region

Present Estard Island

Because it uniquely exists in this world. As you progress through the adventure, gathering points will increase.



Story Progression

*Appears and becomes obtainable as the story progr

NEW WORLD GUIDE

WORLD Move the camera

Check hard-to-see shadows too

When the protagonist moves, the camera adjusts to keep the protagonist in the center. The direction the protagonist is moving camera also moves. However, this means that in the direction the protagonist is moving, you can only see things, so operating the camera yourself is also important. By moving the camera, the other side of mountains and buildings can be seen.

You can also see places that are in blind spots, such as in the shadows of buildings.

NEW WORLD GUIDE

Examine the two-colored sparkles

Get items

In the center of Estard Island and the base, there are blue and orange s ging spots. These lights are harvesting points, and by examining them, you can obtain gold and items.

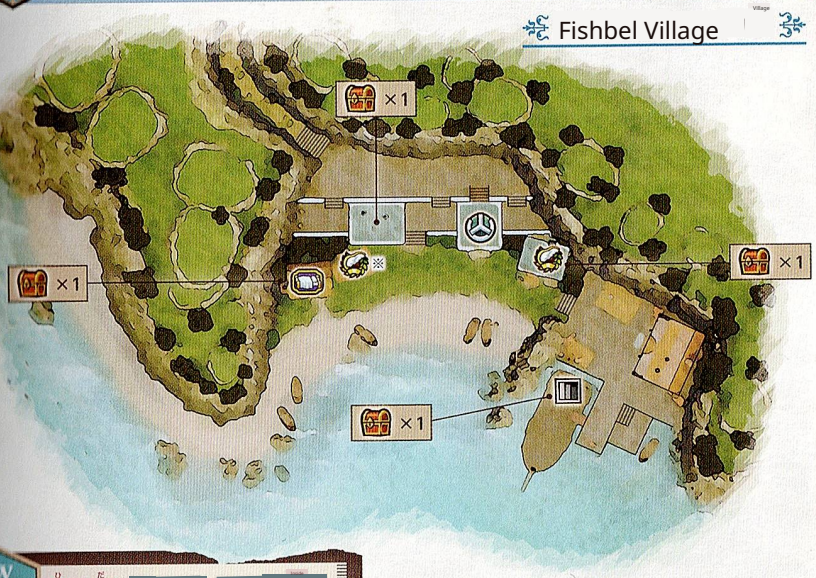
Blue sparkles will reappear after a certain amount of time has passed since being investigated, while orange sparkles will disappear onc

Gathering Point
Map Location

Present Day: Village of Fishbel

Mysterious Fragment Yes 2 | 0 | 4 | No Key 2 Magic Key 0 | Thief's Key 1 Ultimate Key 1

Fishbel Village



NEW GUIDE

WORLD Inside drawers, pots, and barrels too

Search to obtain items!

By examining the drawers, pots, and barrels located in, gol d or items can sometimes be obtained. Destroyed pots and barrels will respawn, but you can only obtain the items once. You might also find important items like Mini Medals.

Cypress Stick	10	IX+7
Pot Lid	40	Def+2 Charm-20 Guard+5%
Plain Clothes	10	Def+4
Medicinal Herb	16	
Amitt Rice Cracker	5	
Amitt Bun	10	

150 gold	
Traveler's Clothes	
Mini Medal	
Mini Medal	

※

Amitt Rice Cracker	5
Amitt Manju	10

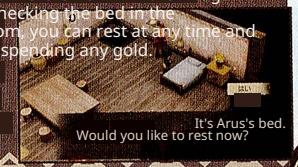
During a certain period
* Can only be used during a certain period of the story.

NEW GUIDE

WORLD In the bed on the 2nd floor of the protagonist's home

You can rest anytime.

In the outskirts of the village of Fishbel, there is a house where the protagonist lives with his parents, and the protagonist's room is located on the second floor. There is no inn in the village of Fishbel, but by checking the bed in the protagonist's room, you can rest at any time and recover without spending any gold.



Gathering Point
Map
Location

Present Day: Estard Castle Town

Mysterious Fragment (Yellow)
Mysterious Fragment (Blue)
Mysterious Fragment (Red) 1

1

3 No Key 0 Magic Key 1 Thief's Key 2 Ultimate Key 0

Grand Estard Castle Town 3

*Appears and becomes obtainable as the story progresses.

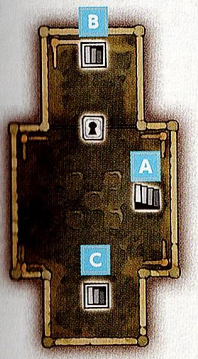
Pot Lid	40	Def+2 Style-20 Guard-5%
Plain Clothes	10	Def+4
Wayfarer's Clothes	70	Def+7
Leather Hat	65	Def +3
Hairband	150	Def +5 Magical Might +5
Medicinal Herb	16	

Magic Water

Seed of Life
Mini Medal
Seed of Magic

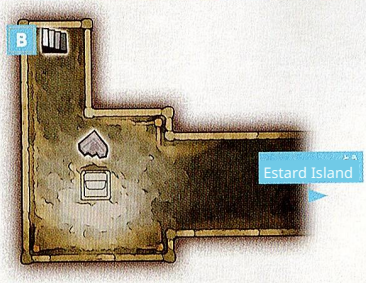
3
DRAGON QUEST VII Present Gran Estard Castle Town

Gran Estard Underground Passage - Basement Level 1 3



Underground path

Gran Estard Underground Passage - Basement Level 2 3



NEW WORLD GUIDE! New World

Beyond the closed door

Bottom of the cliff

The path to the bottom of the cliff

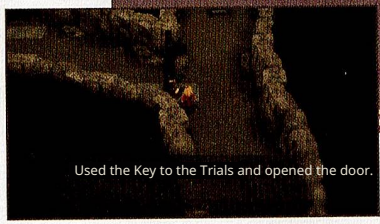
There are two doors in the Gran Estard Underground Passage that require a key. One requires the Ultimate Key, and the other requires a key that can be obtained some where. Know about the key

...there are people who are...

...isn't there? The castle town...

...the town and the underground passage...

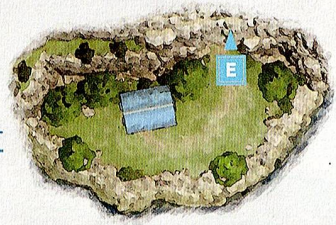
Let's try searching



Used the Key to the Trials and opened the door.

Grand Estard

Underground Passage - B2F



Cliff House

Cliffside House

NEW WORLD: Consider the properties of light

HIDE! Shadow

Let's complete the shadow play

Light is shone against the wall, and inside the roo

It seems the two pedestals around here can be mo

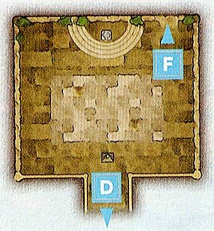
Blessed. It seems you can do something in the shado

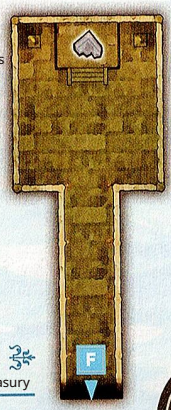
Schumotard Underground Passage - Room of Trials

Grand Estard

Underground path

Underground Passage - Room of Trials





Grand Estard

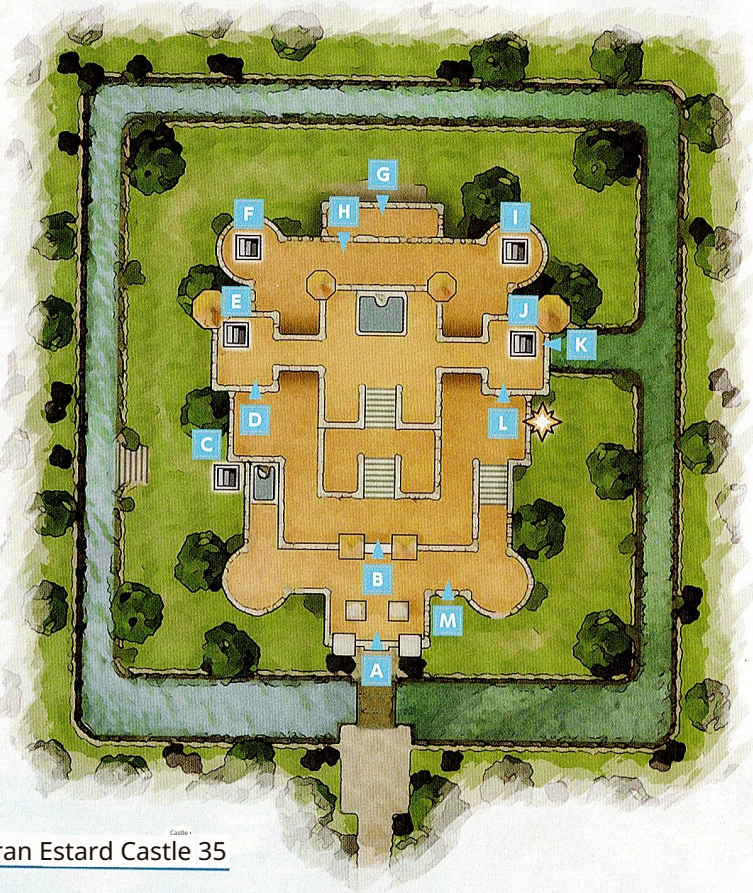
Underground passage

Underground Passage - Treasury

Hints Map Location

Present Gran Estard Castle

Mysterious Fragment Red
Mysterious Fragment Blue
4
3
4
No Key 4
Magic Key 0
Thief's Key 0
Ultimate Key 0



Gran Estard Castle 35

Cypress Stick	10	Attack +7
Bamboo Spear	50	Attack +8 Guard +3%
Leather Shield	90	Def+4 Guard +5%
Wayfarer's Clothes	70	Def+7
Medical Herb	16	
Antidotal Herb	20	

Seed of Strength

Sword of Kings
Mantle of Kings
Mini Medal
Platinum Shield

NEW GUIDE

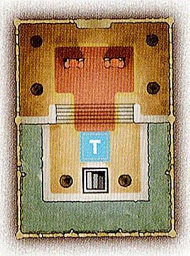
WORLD: Depending on the number of Mini Medals, you receive a reward!

On the first floor of Gran Estard Castle, selling equipment as well, is an item shop, and a medal exchange branch. If you find a Mini Medal and bring it to the medal exchange branch, they will keep the medals for you, and based on the total number of medals you have deposited, you can receive

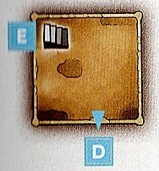
Reward list is here → 151

AVA Ma

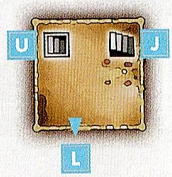
Grand Estard Castle - Throne Room



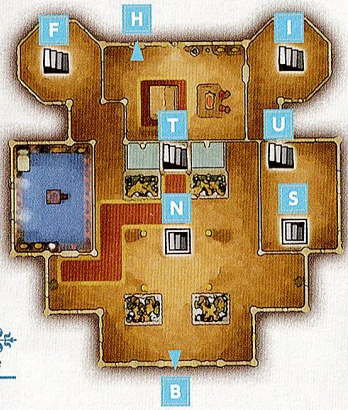
Grand Estard Castle - 3rd Floor ①3

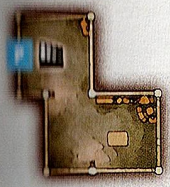


Grand Estard Castle - 3rd Floor ②3

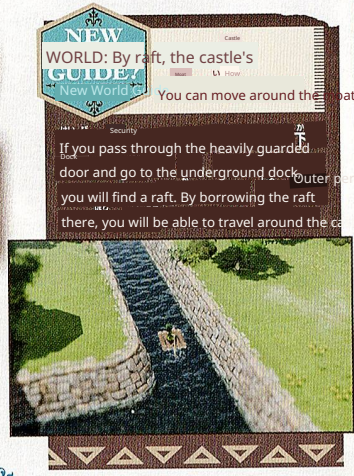


Grand Estard Castle - 2F

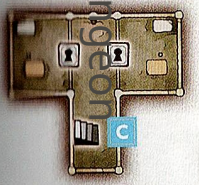


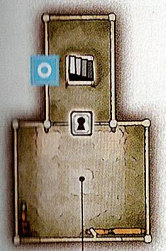


Grand Estard Castle - Warehouse

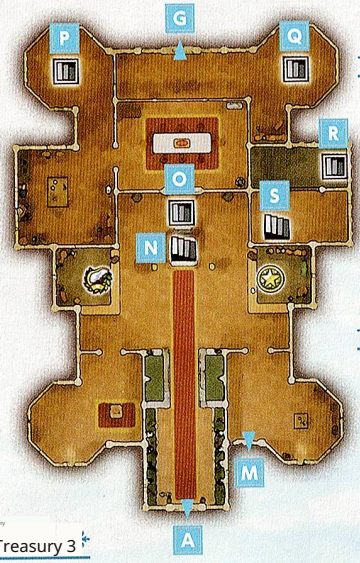


Grand Estard Castle - Dungeon

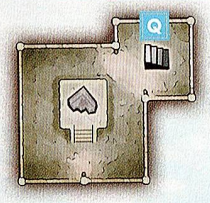




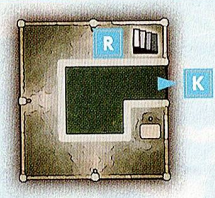
Estard Castle - 1F



Estard Castle - Hidden Room 3



Grand Estard Castle - Wharf 3



Gran Estard Castle - Treasury 3

Hints Map Location

Great Temple

Great Temple of Mysteries

Present gen

Mysterious Fragment (Yellow) 0
Mysterious Fragment (Green)

1

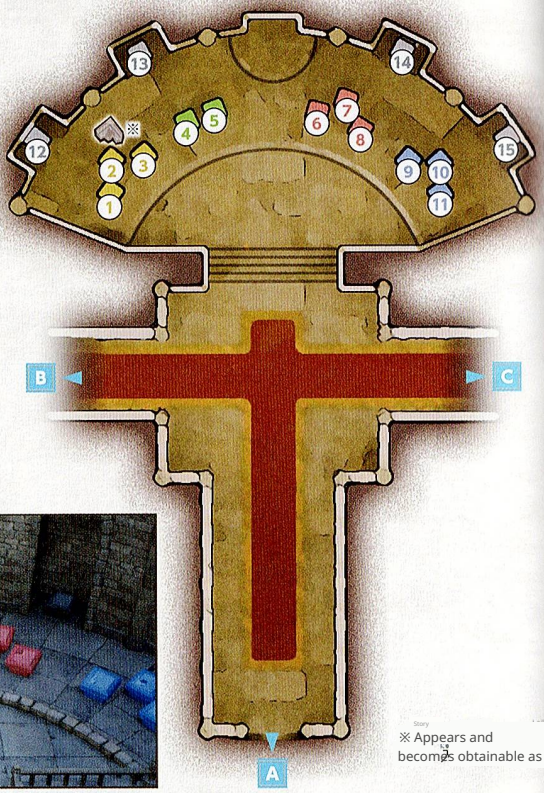
0

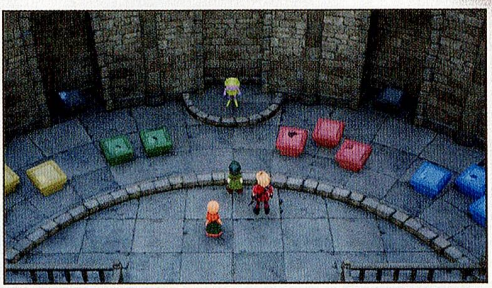
No Key 0
Magic Key 0

Thief's Key 0
Ultimate Key 0

Great Temple

Temple of Mysteries 3





※ Appears and becomes obtainable as the story

Temple Chapter Revival

Mysterious Shrine - 1st Floor - Room of Resurrection 3

NEW GUIDE ニューワールドガイド

Tablet

Stone tablet pedestal

WORLD Collect fragments of the mysterious stone tablets and fit them into the stone tablet pedestal.

Revival

To enter the Mysterious Shrine,

the Door of Resurrection is tight-

-ly closed. Check if there are any suspici-

Location

-ous places other than the shrine, and the do

Open overgrown

Revival

Let's find a way to open it. The Door of Resurrection's

Revival

"Beyond it, there is a room called the Chambe

stone tablet pedestals colors

where numerous stone tablet pedestals are l

Revival

By fitting the stone tablet fragments you've o

Completion

into the pedestals to complete the map,

unknown world go

you will be able to travel to an unknown world.

Stone tablet pedestal.

List of Destinations for the Tablet Pedestals in the Room of Resurrection

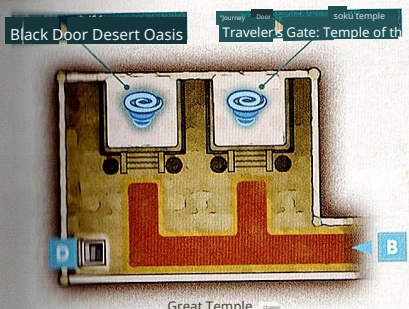
Yellow Tablet Pedestal
① [Past] Around the Desert -> 130
② [Past] Around Woodpalna 063
③ [Past] Around the Yubaar Tribe's Resting Place 089

Green Tablet Pedestal
④ [Past] Around Orphie 083
⑤ [Past] Around Saint Wind Valley 174

Red Tablet Pedestal
⑥ [Past] Around Engow 073
⑦ [Past] Around Mardiras 164
⑧ [Past] Around Falrod -> 091

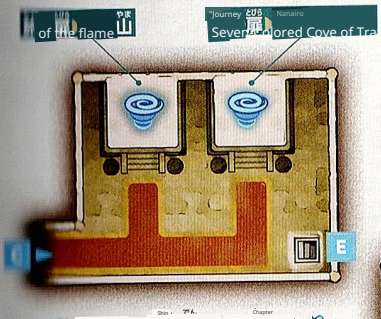
Blue Tablet Pedestal
⑨ [Past] Around Costal 190
⑩ [Past] Dharma Temple Area 112
[Past] Harmelia Area 149

Gray Slate Pedestal
12 [Past] Around Dialac →081
13 [Past] Around Greenflake →156
⑩ [Past] Around Lebressack 184
15 [Past] Around Lumen 242

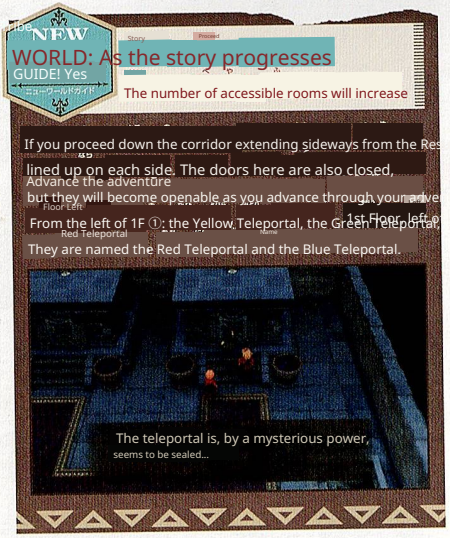


Great Temple

Mysterious Temple, 1st Floor ① 3



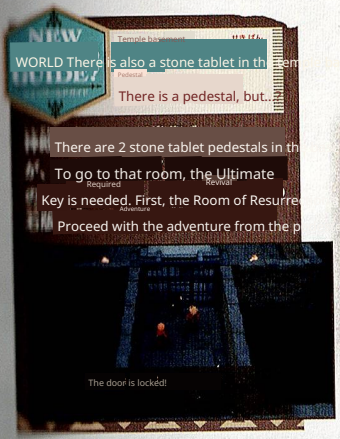
Shrine of Mysteries - 1F ②

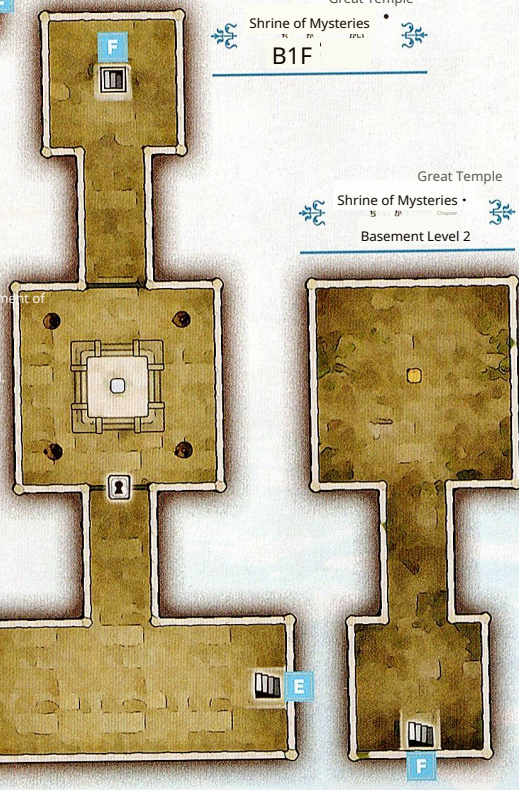


Great Temple

Shrine of Mysteries

B1F





Great Temple

Shrine of Mysteries

Basement Level 2

Gathering Point
Map
Location

Present Day: Rainbow Cove

Mysterious Fragment Yes/No 0 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

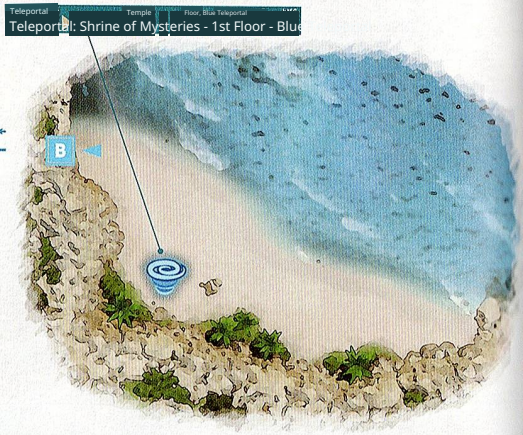
Cove Cave

NEW GUIDE! WORLD: Chamber of Trials

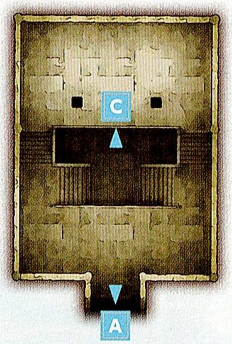
Where is the entrance?

The entrance to the Chamber of Trials is located somewhere within the Cove Cave. Simply visiting the Rainbow Cove is not enough to find the entrance, so run around Estard Island to gather information.

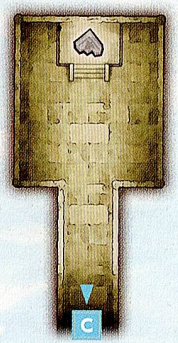
Rainbow Cove



Cove Cave: Chamber of Trials



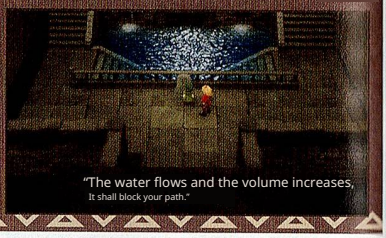
Cove Cave: Treasury



NEW GUIDE! Find a way for the entrance water level

Let's look for a way to lower it.

Upon entering the Chamber of Trials, water is flowing, making it impossible to proceed past the door. There are two stone pillars above the two water spouts, which seem like they



Vicinity Map
Region

[Past] Around Woodpalna

To the south of the small village lies the Colorstone Mine, and heading east leads to the East Tower.

MONSTER LIST

Monster List

Demon Centipede — Nature Family

HP	MP	EXP	G
17	0	4	6

Medicinal Herb

Slime — Slime Family

HP	MP	EXP	G
10	0	2	3

Medicinal Herb

Eggplanton — Nature Family

HP	MP	EXP	G
13	0	3	4

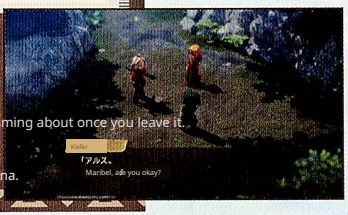
Medicinal Herb

NEW WORLD

The adventure of Woodpalna

Starts from the Mysterious Forest!

The protagonists leave Estard Island, A mysterious forest visited for the first time. There are no monsters inside the forest, but monsters are roaming about once you leave it. ...is safe with no monsters. Let's head to the village of Woodpalna.



Strong Brownie・Strong

Humanoid family 108

Brownie Heart
Critical Hit Rate +10%

Gathering Point
Map
Location

Village

Woodpalna Village (Past)

None | 0 | 0 | 0 | No Key: 0 | Magic Key: 0 | Thief's Key: 0 | Ultimate Key 0

Woodpalna Village

Story Progression | Shop Location Price

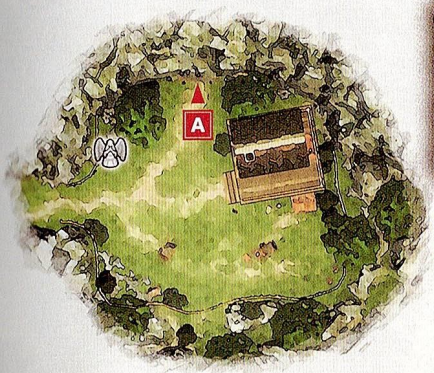
*The shop location changes depending on the progress of the story.

Copper Sword	220	ATK+13
Bronze Knife	150	ATK+12 Evasion+5%
Bamboo Spear	50	Attack +8 Guard +3%
Oaken Club	110	Attack+10
Pot Lid	40	Defense+2 Style-20 Guard +5%
Leather Shield	90	Def+4 Guard +5%
Leather Armor	180	Defense +11
Leather Hat	65	Def +3
Pointy Hat	70	Defense +6
Medicinal Herb	16	

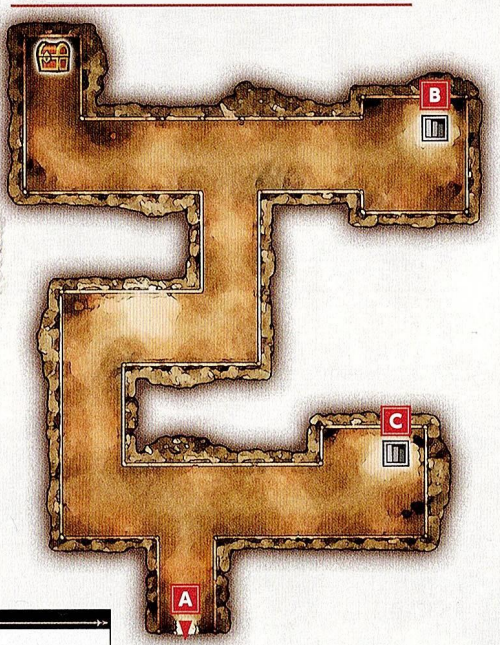
Past Colorstone Mine

None | 0 | 0 | 3 | No Key 3 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Colorstone Mine 3



Colorstone Mine 1F



MONSTER LIST

Monster List

Demon Centipede — Nature Family

HP	MP	EXP	G
17	0	4	6

Medicinal Herb

Slime — Slime Family

HP	MP	EXP	G
10	0	2	3

Medicinal Herb

Mid-level Beast / Beast Family

HP	MP	EXP	G
20	8	6	10

Holy Water

Eggplanton — Nature Family

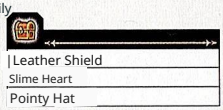
HP	MP	EXP	G
13	0	3	4

Medicinal Herb

Lips — Nature Family

HP	MP	EXP	G
18	0	5	6

Medicinal Herb / Magic Water

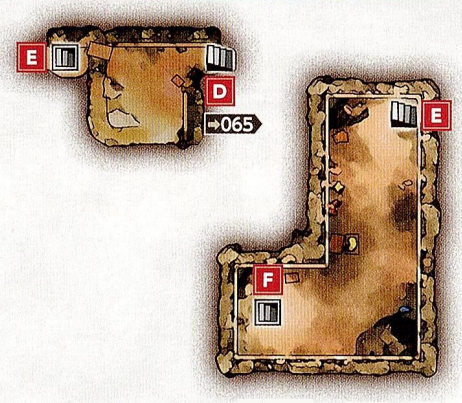


Leather Shield
Slime Heart
Pointy Hat

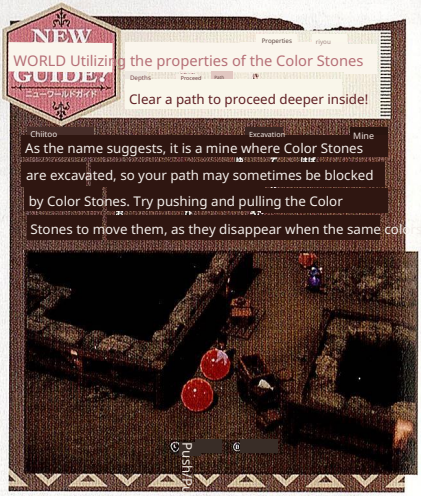
Colorstone Mine - B1F ①

Colorstone Mine - B1F ②

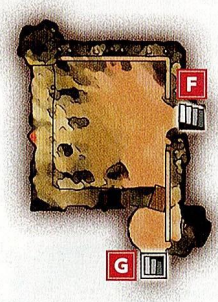
Color Stone Mine - Basement Level 2

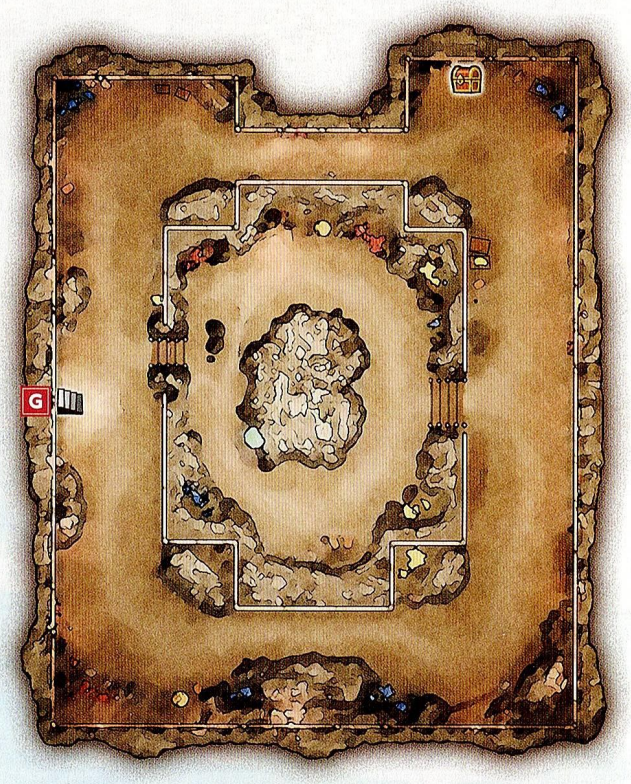


Colorstone Mine - B3F 3



Colorstone Mine - B4F





Colorstone Mine B5F 35

Eastern Tower (Past)

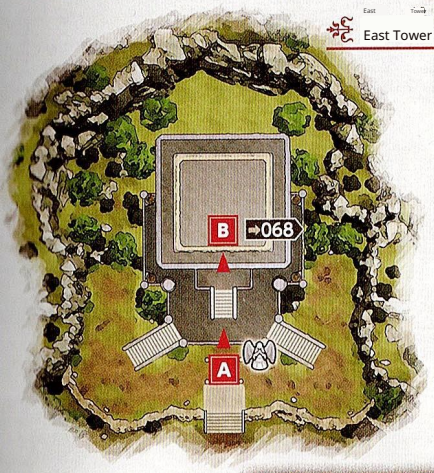
Mysterious Fragment
Mysterious Fragment

1 | 0 | 5

No Key 5
Magic Key 0

Thief's Key 0
Ultimate Key 0

East Tower



NEW GUIDE!

WORLD If you enter from the 1st floor, you can only go up to the 3rd floor

A mysteriously structured tower where you cannot go back

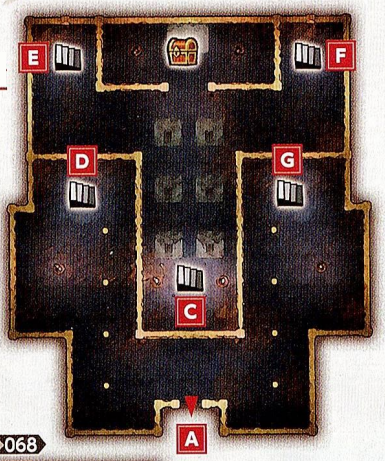
There are 2 entrances to this place, and even if you enter from the 1st floor, movement

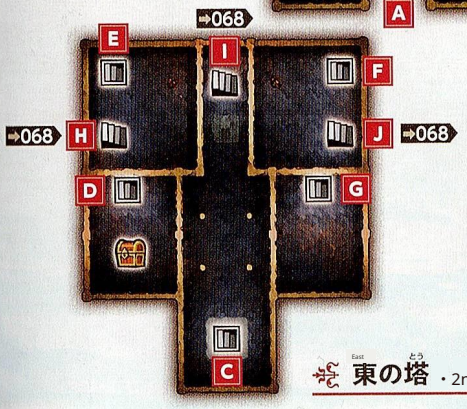
What you can do is limited. If you proceed through the

entrance on the 3rd floor, you can go even higher, but what awaits in front of that entrance

100 Gold
Wooden Hat
Leather Shield
Golem Heart
Mini Medal

East Tower 1st Floor 3





東の塔 ・2nd Floor 3

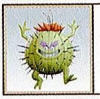
MONSTER LIST

Monster List

Demon Centipede — Nature Family

HP	MP	EXP	G
17	0	4	6

Medicinal Herb



Cactiball Nature Family

HP	MP	EXP	G
25	0	8	7

Medicinal Herb — Thorn Whip

Slime — Slime Family

HP	MP	EXP	G
10	0	2	3

Medicinal Herb

Mousefiend — Beast Family

HP	MP	EXP	G
20	8	6	10

Holy Water

Eggplanton — Nature Family

HP	MP	EXP	G
130		3	4

Medicinal Herb

Meowgician — Beast Family

HP	MP	EXP	G
19	10 9		8

Cypress Stick

Mouseflap — Nature Family

HP	MP	EXP	G
23	16 7		8

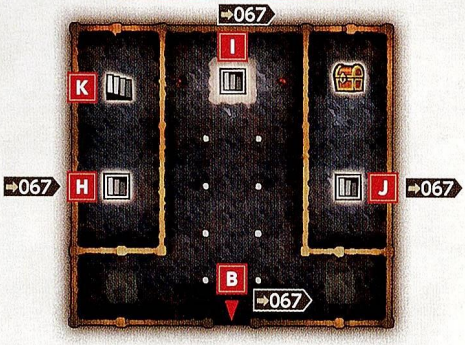
Medical Herb

Lips — Nature Family

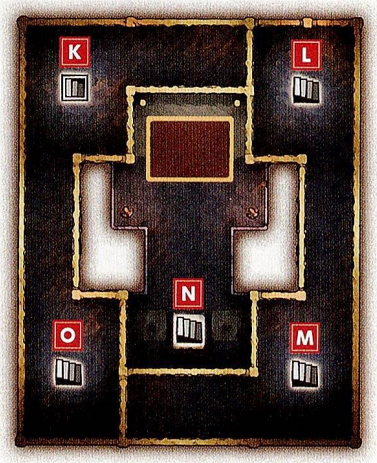
HP	MP	EXP	G
18	0	5	6

Medicinal Herb — Holy Water

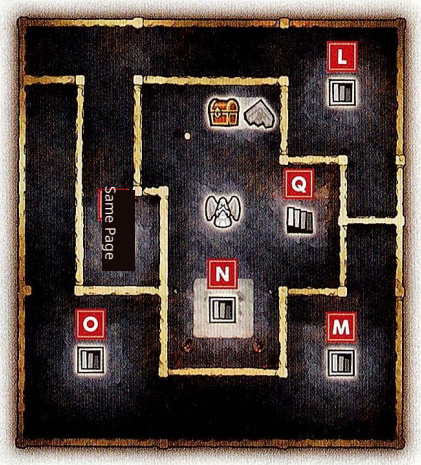
Eastern Tower - 3rd Floor 3



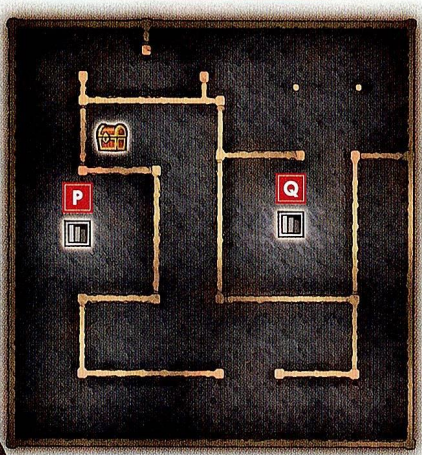
Eastern Tower 4th Floor 3



Eastern Tower 5th Floor



東の塔 · 6th Floor 35



NEW GUIDE

WORLD If you see a Goddess Statue

Prepare for battle against formidable enem

Examining it fully restores HP and MP, and saving to the Adven
goddess statue base near the entrance
is also possible at the Goddess Statue. Because they are often
(many) ahead in the base
aced near the entrance and the deepest part of the base, if the
Goddess Statue further inside the base, it is highly prob
decisive battle
able. Prepare your equipment and get ready for the decisive ba

Arus and his party's HP and MP have been fully restored!

WORLD: To the newly appeared land GUIDE! Set sail toward the great ocean!

New World Guide

Leave Estard Island and complete the adventure in the world you visited.

Then, a new land will appear in the sea surrounding Estard Island. Lithograph

Collect the fragments to adventure through the world of the past, and expand the world by repeatedly causing islands and continents to appear in the present.

Expand the world

You expand the world by repeating this process. To move to new landmasses, you use a ship. When you use "Roola" (Zoom), the ship will follow you.

Around Woodus (Woodpal)

The ship's location is also on the map.

Can be confirmed!

1 Solve the problems of the worlds visited by completing the stone tablets

"Now... you should get going. Farewell, Arus and company."

2 Islands and continents appear around Estard Island

"You might have heard, but they say a new island was found near this one."

3 Board a ship to explore new islands and continents

4 Collect stone tablet fragments to travel to a new world

"Stone Tablet"

Will you go to the new Stone Tablet world?

Battle monsters that suddenly appear at sea!

Visible appearance

At sea, monsters do not appear visibly as they do on land. Traveling by ship

While doing so, you will suddenly encounter monsters. The 5 types encountered at sea are shown on the right.

Surroundings restored

A type of monster. Even a party that has just restored the area around Woodpalna can defeat

Hard fight

but depending on the combination, it can be a hard fight, so before heading out to sea, make sure to fully recover everyone's HP and MP.

Before all members Hit Points Magic Power fully recover

Ghost Sea Slug — Nature family

HP EXP G

30 0 14 6

Antidotal Herb, Magic Water

Wind Sickles — Element family

HP	MP	EXP	G
42 15 6	8		

Medicinal Herb, Magic Water

Slime Knight (Slime Family)

HP	MP	EXP	G
20 18		13	10

Medicinal Herb, Cypress Stick

Charging Fish — <Nature family

HP	MP	EXP	G
20	4	9	8

Medicinal Herb

Frogger — Nature family

HP	MP	EXP	G
22	8	12	7

Medicinal Herb, Magic Water

surroundings
Vicinity Map
Region

Present: Around Woodus

Shu region

Seed of Magic

Gathering Point
Map
Location

Present: Woodpalna Village

Village

Mysterious Fragment Green 1 | 0 | 0 | No Key: 0 | Magic Key: 0 | Thief's Key 0 | Ultimate Key 0

Woodpalna Village

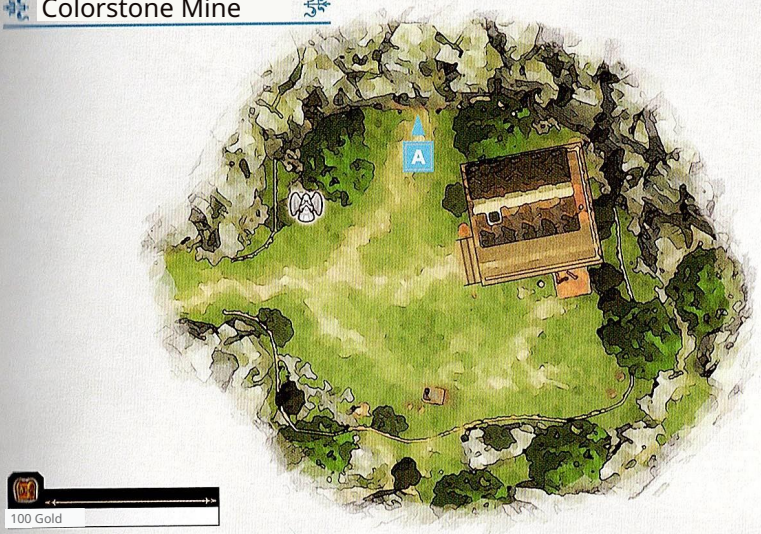
Copper Sword	220	Attack +13	●	●		●	●	●
Hammerhood	310	Attack +15		●			●	
Leather Shield	90	Defense +4 Guard +5%	●	●			●	●
Wayfarer's Clothes	70	Def+7	●	●	●	●	●	●
Leather Armor	180	DEF +11	●	●			●	●
Leather Hat	65	DEF +3	●	●	●	●	●	●
Pointy Hat	70	DEF +6	●	●		●		
Antidotal Herb	20							

Base Map Location

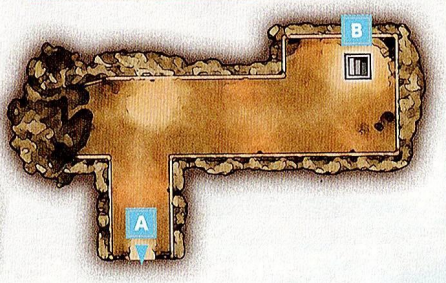
Present Colorstone Mine

Mysterious Fragment (Red) 0 | 0 | 1 No Key 1 Magic Key 0 | Thief's Key 0 Ultimate Key 0

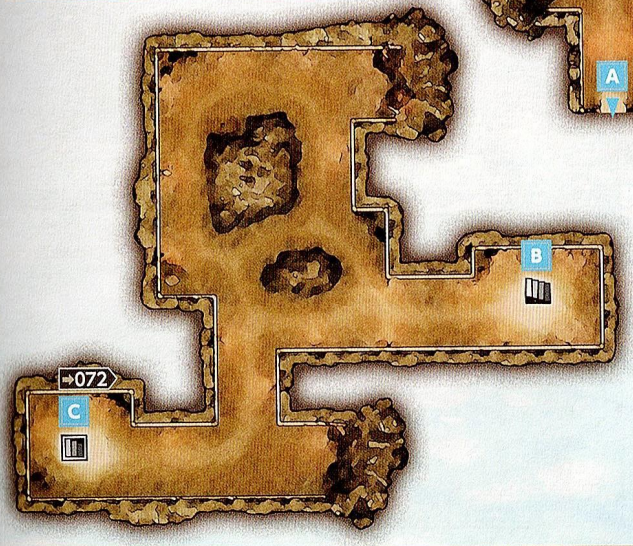
Colorstone Mine



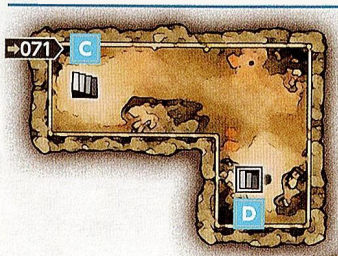
Colorstone Mine - 1st Floor 35



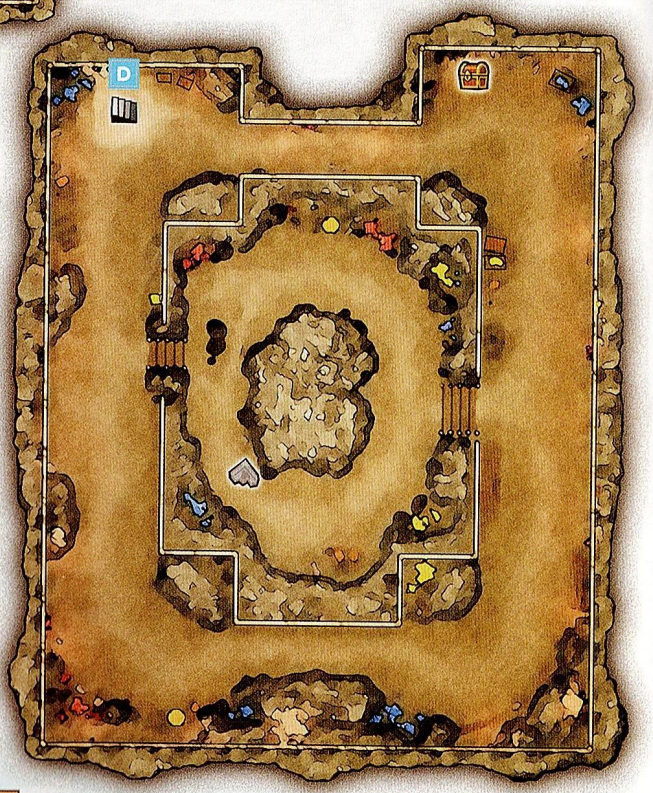
Colorstone Mine - Basement Level 1



Color Stone Mine - Basement Level 2



Colorstone Mine - B3F 3



MONSTER LIST

Monster List

Mousefiend — Beast Family

HP	MP	EXP	G
20	8	6	10

Holy Water

Meowgician — Beast Fa

HP	M	XP	G
19	10	9	8

Cypress Stick

Eared Jumping Mouse — Nature Family

HP	MP	EXP	G
23	16	7	8

Medicinal Herb

Lips — Nature Family

HP	With MP EXP
18	0 5 6

Medicinal Herb Magic Water

Surrounding Engow Area

Map

Region

Like an

A volcano towers in the center, and by traveling around the eastern side, you can reach the village of Engow.

MONSTER LIST

Monster List

Hammerhood — <Humanoid Family

HP	MP	EXP	G
27	10	14	8

Hammerhood

Forest Guardian — Humanoid family

HP	MP	EXP	G
32 19		15	8

Plain Clothes

Mid-level Beast / Beast Family

HP	MP	EXP	G
20	8	6	10

Holy Water

Lilliput — Humanoid family

HP	MP	EXP	G
18	20	13	8

Plain Clothes Pointy Hat

Meowgician — Beast Family

HP	MP	EXP	G
19	10	9	8

Cypress Stick

Lilliput - Strong — Humanoid fam... 109

Lilliput's
When super effective, damage dealt to enemies increases by 20%

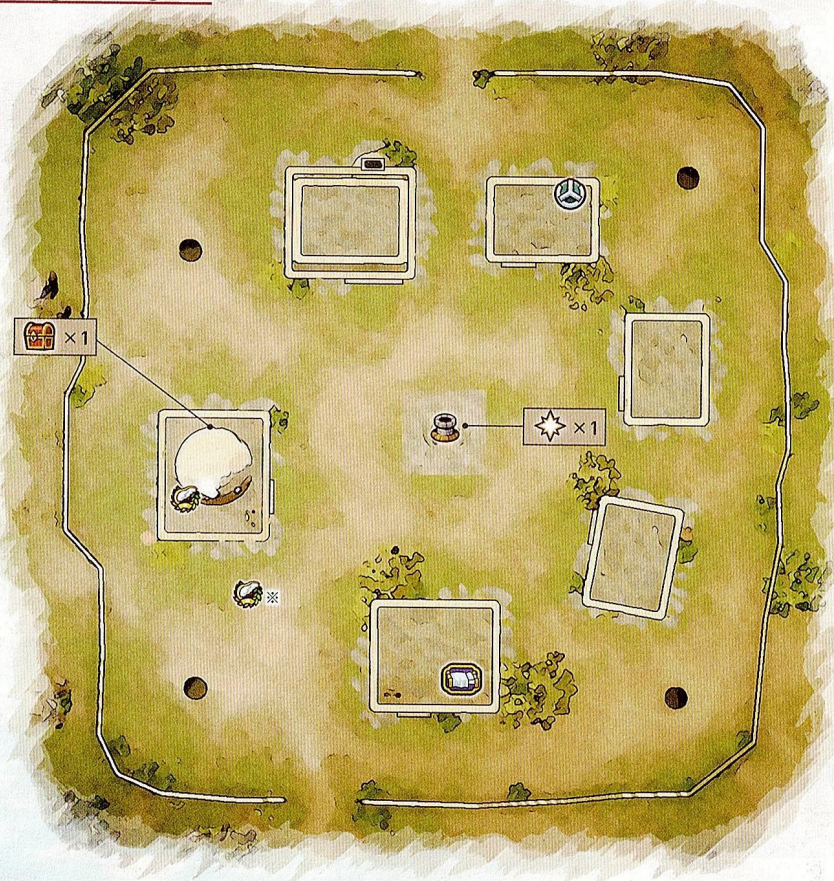
Past Engow Village

Village

Mysterious Tablet (Green) 0 | 0 | 1 | No Key: 0 | Magic Key: 0 | Thief's Key 1 | Ultimate Key 0

Engow Village 35

Village



Thorn Whip	500	ATK +14			●		●
Oaken Club	310	Attack +15		●			●
Leather Armor	180	Defense +11	●	●			●	●
Leather dress	700	Def +17			●		●	
Wooden Hat	120	Def+ 8	●	●			●	●
Slime earrings	400	Def+5 Charm+10	●	●	●	●	●	●
Medicinal Herb	16							
Antidotal Herb	20							

150 gold

Seed of magic

※

Stone Axe	640	ATK+19 Crit+3%		●		●	●	
Leather Dress	700	DEF+17			●		●	
Wooden Hat	120	DEF+8	●	●			●	●
Medicinal Herb	16							
Antidotal Herb	20							

During a certain period of the story
*Available only during a certain period of the story.

Past: Mount Flame-

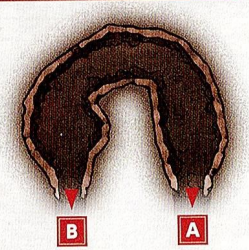
Mysterious Fragment Red 1 | 0 | 5 | No Key 5 | Thief's Key 0 | Magic Key 0 | Ultimate Key 0

Mount Flame ①

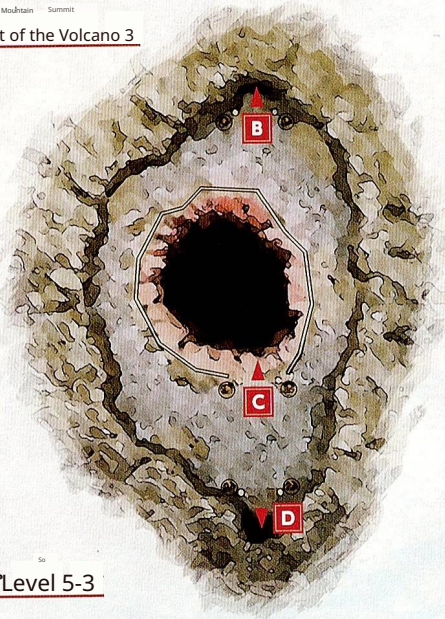
Magic Water
Magic Water

Scale Shield
Scale Armour
Leaf of Yggdrasil
Sacred Knife
Mini Medal

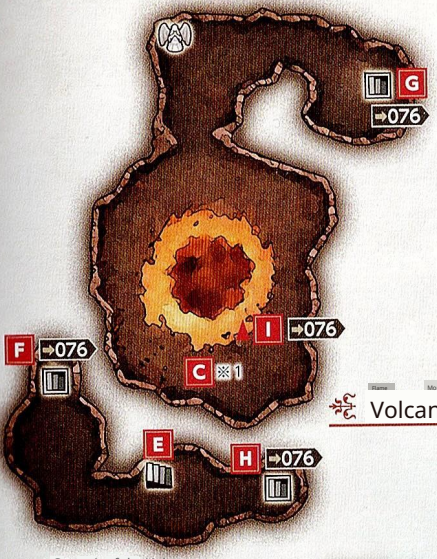
Mount Flame - Level 6 ① 3



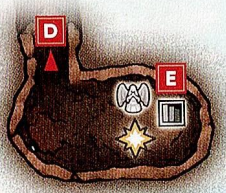
Summit of the Volcano 3



Volcano Level 5-3



Summit of the Volcano
※1 From the summit of the Volcano, One-way path
You can move via a one-way path.



Mount Flame - Level 6 ②

NEW GUIDE!

WORLD Jumping into the Crater

You can move to the lower level.

The population is distributed across each level

from the summit to the first floor, and you can move

However, movement is one-way, and you cannot cli

You cannot do that. Look for stairs that go up.

MONSTER LIST

Monster List

Imp — Demon Family

HP	MP	EXP	G
30	16	17	9

Magic Water

Hammerhood — Humanoid family

HP	MP	EXP	G
27	10	14	8

Brownie

Cactiball Nature Family

HP	MP	EXP	G
25	0	8	7

Medicinal Herb — Thorn Whip

Meowgician — Beast Family

HP	MP	EXP	G
19	10	9	8

Cypress Stick

Bubble Slime Slime Family

HP	MP	EXP	G
24	10	16	6

Antidotal Herb

Eared Jumping Mouse Nature Family

HP	MP	EXP	G
23	16	7	8

Medicinal Herb

Forest Guardian — Humanoid family

HP	MP	EXP	G
32	19	15	8

Cloth Tunic

Lilliput — Humanoid family

HP	MP	EXP	G
18	20	13	8

Plain Clothes — Pointy Hat

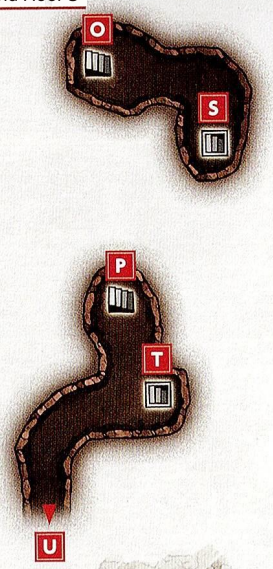
Mount Magma - Floor 4 35

※2 From Mt. Flame Floor 5, You can move via a one-way path.

Mt. Flame - Floor 3-3

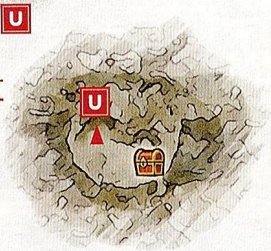
※3 From Floor 4 of Flame, you can move through the passage.

Mt. Flame - 2nd Floor 3



※4 From floor 3 of Flame,
Move one [popokitsu]
You can move via a one-way path.

Mt. Flame ②



Mt. Flame - Floor 1-3

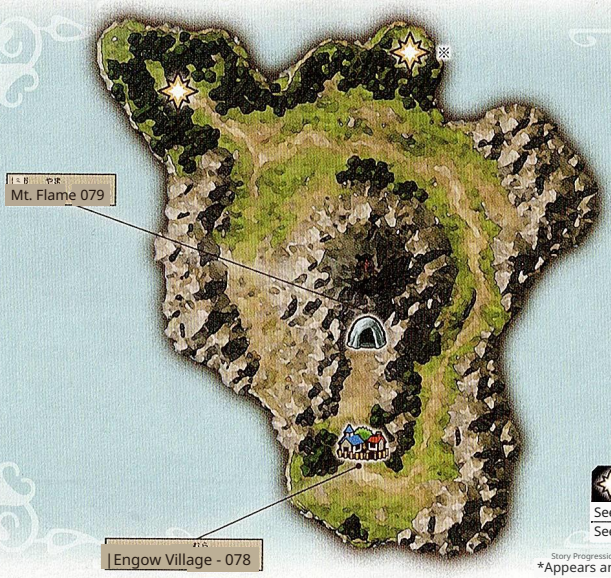
※5 Mt. Flame Can move one-way from the 2nd floor.

Mt. Flame - Basement 3

*6 Accessible via a one-way route from Mt. Flame - 1st Floo

Vicinity Map
Region

Present Engow Region

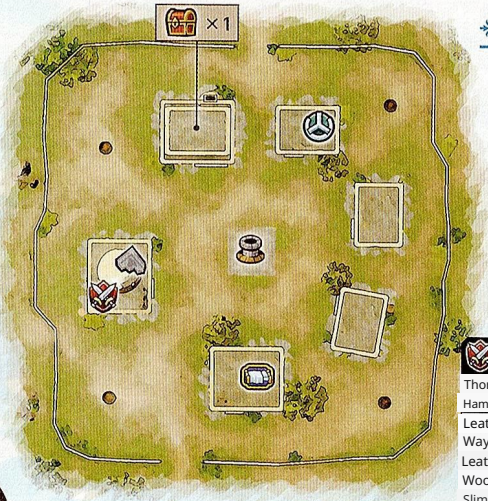


Seed of Strength
Seed of Resilience
*Appears and becomes obtainable as the story progresse

Tips Map
Location

Present Engow Village

Mysterious Fragment
2
0
1
No Key 0
Magic Key 0
Thief's Key 0
Ultimate Key 1



Village of Engow 3

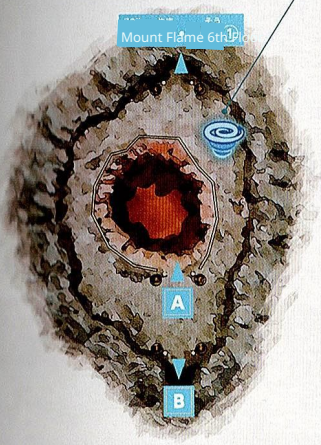
Mini Medal

Thorn Whip	500	ATK +14
Hammerhood	310	Attack +15
Leather Shield	90	Def+4 Guard +5%
Wayfarer's Clothes	70	Def+7
Leather Dress	700	DEF+17
Wooden Hat	120	Resilience +8
Slime earrings	400	Def+5 Charm+10

Mount Flame Summit 35

Teleportal: Teleportal of the Shrine of My

Mount Flame 6th Floor



NEW GUIDE! WORLD

WORLD At the Teleportal

To the Shrine of Mys

[Present] The Teleportal at the summit of

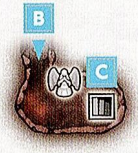
to the Red Teleportal of the Shrine of Mys

It is connected. If the [Present] Flame

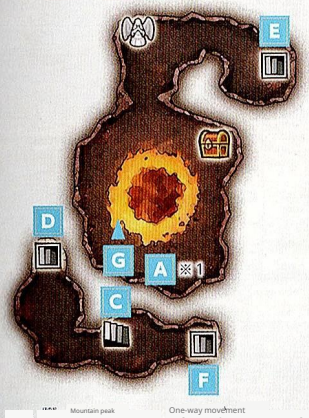
Mountain when you need to go,

you can go directly from the Shrine of My

Mt. Flame - 6th Floor ② 3

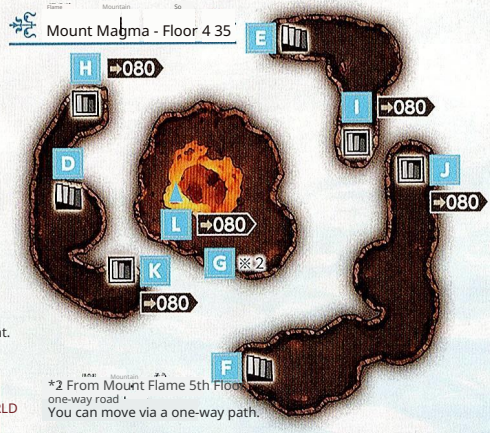


Volcano Level 5-3



※1 You can move one-way from the summit of the Burnmont.

Mount Magma - Floor 4 35



*2 From Mount Flame 5th Floor

one-way road

You can move via a one-way path.

NEW GUIDE! World

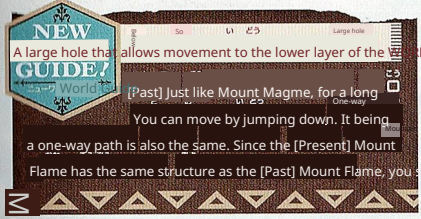
A large hole that allows movement to the lower layer of the

[Past] Just like Mount Magma, for a long

You can move by jumping down. It being

a one-way path is also the same. Since the [Present] Mount

Flame has the same structure as the [Past] Mount Flame, you



MONSTER LIST

Monster List

Imp — Demon Family

HP	MP	EXP	G
30	16	17	9

Magic Water

Hammerhood — Humanoid fa

HP	MP	EXP	G
27	10	14	8

Brownie

Cactiball — Nature Family

HP	MP	EXP	G
25	0	8	7

Medicinal Herb — Thorn Whip

Bubble Slime — Slime Family

HP	MP	EXP	G
24	10	16	6

Antidotal Herb

Forest Guardian — Humanoid fa

HP	MP	EXP	G
32	19	15	8

Plain Clothes

Lilliput — Humanoid family

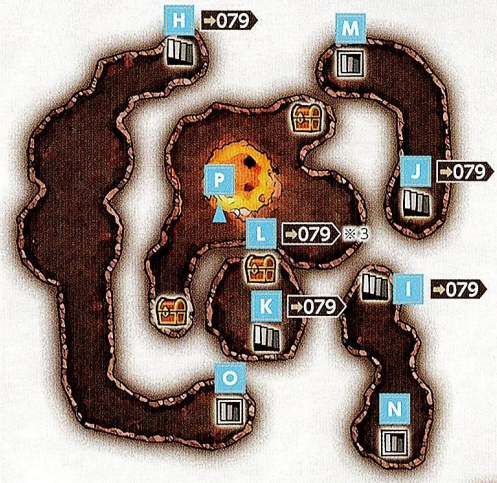
HP	MP	EXP	G
18	20	13	8

Plain Clothes — inty Hat

150 gold	Mini Medal
1500 Gold	Flame Sword
Life Stone	Staff of Magma
Imp Heart	Magic Water
Mini Medal	

Mt. Flame - 3F

*3 From Flame 4F,
One-way
You can move via a one-way path.

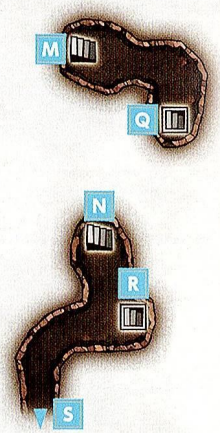


NEW Treasure Chest
WORLD Treasure chests can also be collected later!

[Present] Mt. Flame is a location with many treasure chests
However, the contents can be retrieved when visiting later (22
can also be retrieved. Locked treasure chests
Leave for later
let's leave for later. However, equipment should be
Obtained early
Want to obtain and equip as soon as possible.

Mt. Flame - 2nd Floor

Mount Magma
*4 Mount Flame From Level 3,
One-way movement
You can move via a one-way path.



Mount Magma - Level 1

Mount Magma

Mount Magma - Underground

*5 Mount Flame From the 2nd floor,
One-way
You can move via a one-way path.

*6 Mount Flame From the 1st floor, you can move by "passing

Vicinity Map
Region

Past: Around Dialac

On a small island, there is a town on a plateau, and monsters lurk around the forest.

MONSTER LIST

Monster List

Mid-level Beast / Beast Family

HP	MP	EXP	G
20	8	6	10

Holy Water

Meowgician — Beast Family

HP	MP	EXP	G
19	10	9	8

Cypress Stick

Forest Guardian — Humanoid family

HP	MP	EXP	G
32	19	15	8

Plain Clothes

Mouseflap — Nature Family

HP	MP	EXP	G
23	16	7	8

Medicinal Herb

Lilliput — Humanoid family

HP	MP	EXP	G
18	20	13	8

Plain Clothes, Pointy Hat

NEW GUIDE

WORLD Let's challenge the world of the Gray Tablet where you can also obtain Mini Medals and equipment

The grey pedestal in the Room of Revival also leads to worlds of the past. These grey stone tablet worlds can be bypassed while still progressing the story to the ending. However, since Mini Medals and equipment can be obtained, and above all, you can enjoy a deep story, so be sure to visit them.

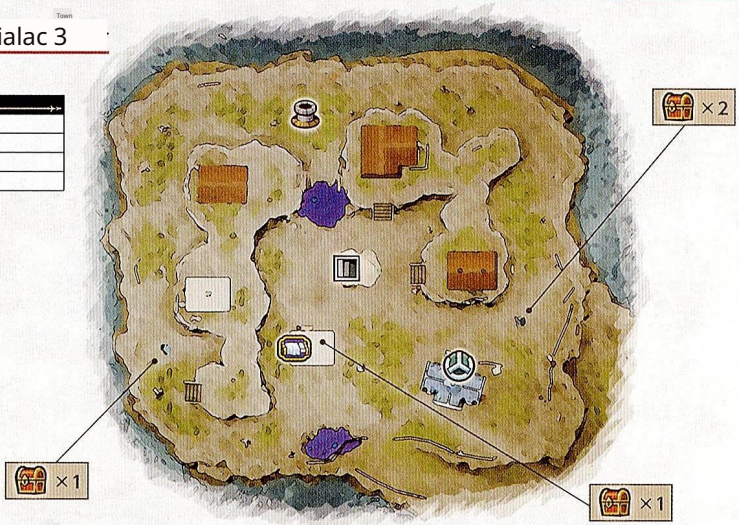
Gathering Point
Map Location

Past: Town of Dialac

None | 1 | 0 | 4 | No Key 4 Magic Key 0 | Thief's Key 0 Ultimate Key 0

Town of Dialac 3

100 Gold
200 Gold
Mini Medal
Boomerang



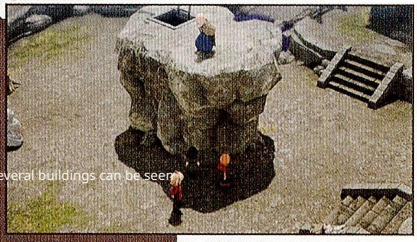
NEW GUIDE! New World Guide

WORLD: A town characterized by its three-dimensional terrain

How do you climb to the high ground in the center?

Immediately after the town

In the town immediately after arriving, no moving figures could be seen. The center of the town is dominated by a towering rock formation, and several buildings can be seen on the elevated ground surrounding it. First, let's look for someone to talk to and find out what is happening in the town.



Vicinity Map Region

The World of the Grey Stone Tablet

| Present Day |

Nameless Island

Mini Medal

NEW GUIDE! New World Guide

WORLD On the island that appeared

There is nothing here...

【Past】Resolve the issues around Dialac

In the present, a nameless island appears to the south of [illegible] Isl

It is an uninhabited island where no towns exist, but

A Mini Medal exists there, so be sure to visit.

Vicinity Map Region

[Past Orph Area

A continent larger than Estard Island. The bases include a town and a cave, and many monsters inhabit it.

MONSTER LIST

Monster List

Imp — あくま系

HP	MP	EXP	G
30	16	17	9

Magic Water

Meowgician — Beast Family

HP	MP	EXP	G
19	10	9	8

Cypress stick

Hammerhood — Humanoid family

HP	MP	EXP	G
27	10	14	8

Brownie

Bubble Slime — Slime Family

HP	MP	EXP	G
24	10	16	6

Antidotal herb

Crabid — Nature family

HP	MP	EXP	G
28	10	25	18

Copper Sword

Healslime — Slime Family

HP	MP	EXP	G
30	22	28	20

Seed of magic

Cactiball — Nature Family

HP	MP	EXP	G
25	0	8	7

Medicinal Herb Thorn Whip

Forest Guardian — Humanoid family

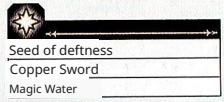
HP	MP	EXP	G
32	19	15	8

Plain Clothes

Mousefiend — Beast Family

HP	MP	EXP	G
20	8	6	10

Holy Water



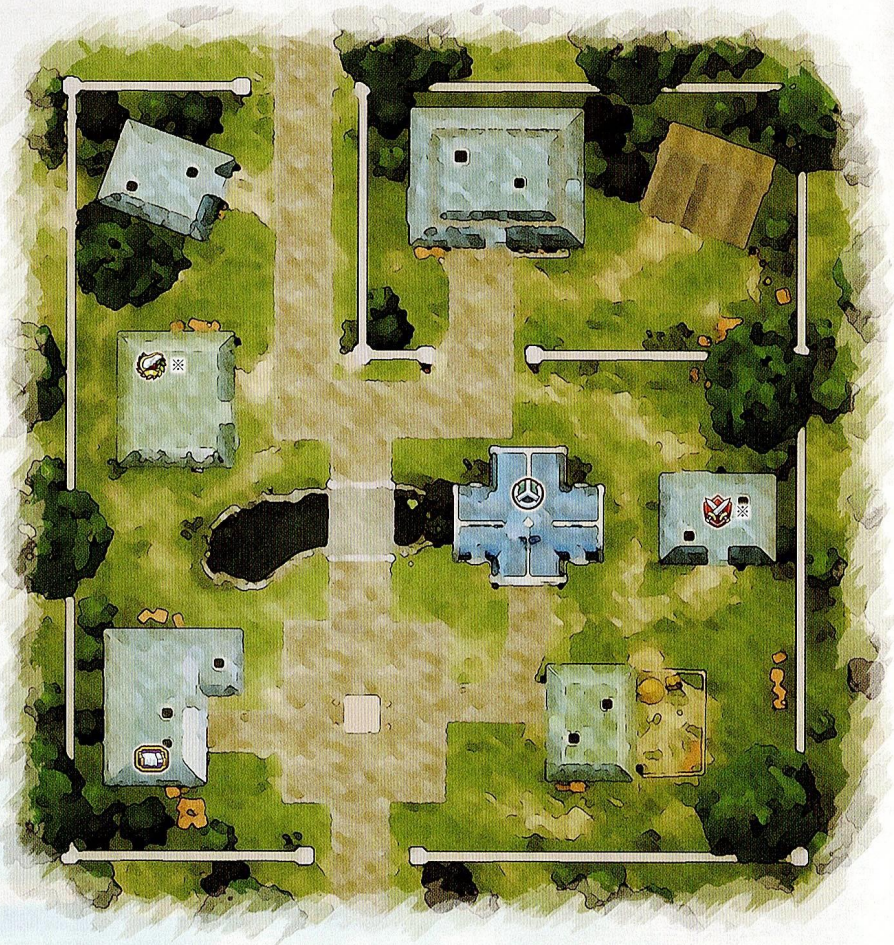
Seed of deftness
Copper Sword
Magic Water

Past Town of Orph

Town

None | 1 | 0 | 0 | No Key: 0 | Magic Key: 0 | Thief's Key: 0 | Ultimate Key 0

Town of Orph



※

Slime earrings	400	Def+5 +10能
Medicinal Herb	16	
Antidotal Herb	20	
Moonwort Bulb	30	
Holy Water	30	

※

Pointy Bone	110	Atk+6 Eva+4%
Thorn Whip	500	ATK +14
Hammerhood	310	Attack +15
Leather Shield	90	Def+4 Guard +5%
Kitten Shield	310	Def+9 Eva+8% Guard+5%
Bronze Shield	400	DEF +9 Guard +6%
Leather Kilt	400	Def+12
Shell Helm	250	DEF+10

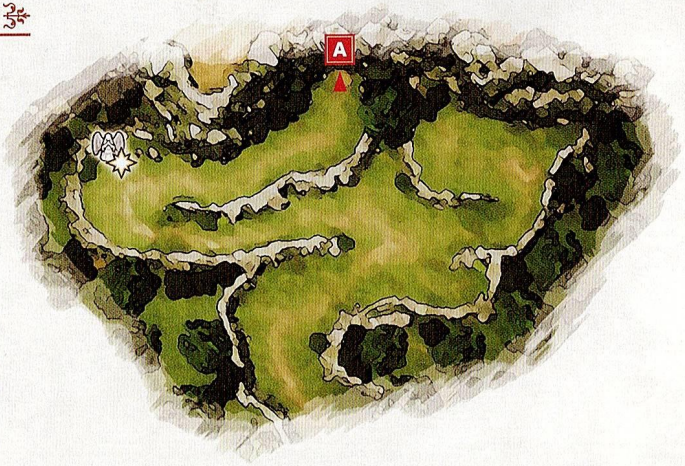
※Becomes available as the story progresses.

Story Progression Available

The Sealed Cave (Past)

Mysterious Fragment Red 1 | 0 | 5 | No Key 5 | Thief's Key: 0 | Magic Key 0 | Ultimate Key 0

The Sealed Cave



- Magic Water
- 200 Gold
- Yggdrasil Dew
- Mini Medal
- Iron Spear
- Wizard's Staff

Cave of Magic Sealing · 1st Floor

MONSTER LIST

Monster List

Imp — Demon Family

HP	MP	EXP	G
30	16	17	9

Magic Water

Bubble Slime — Slime Family

HP	MP	EXP	G
24	10	16	6

Antidotal Herb

Hammerhood — Humanoid family

HP	MP	EXP	G
27	10	14	8

Brownie

Fairy Rat — Nature Family

HP	MP	EXP	G
34	18	27	21

Medicinal Herb

Crabid — Nature Family

HP	MP	EXP	G
28	10	25	18

Copper Sword

Frogger — Nature Family

HP	MP	EXP	G
22	8	12	7

Medicinal Herb Magic Water

Cactiball — Nature Family

HP	MP	EXP	G
25	0	8	7

Medicinal Herb Thorn Whip

Healslime — Slime Family

HP	MP	EXP	G
30	22	28	20

Seed of Magic

Poison Caterpillar — Nature Family

HP	MP	EXP	G
43	8	22	23

Antidotal Herb

Muddy Hand — Zombie Family

HP	MP	EXP	G
35	9	20	14

Holy Water

Crested Viper — Dragon Family

HP	MP	EXP	G
36	12	24	22

Moonwort Bulb

Lilliput — Humanoid family

HP	MP	EXP	G
18	20	13	8

Plain Clothes Pointy Hat

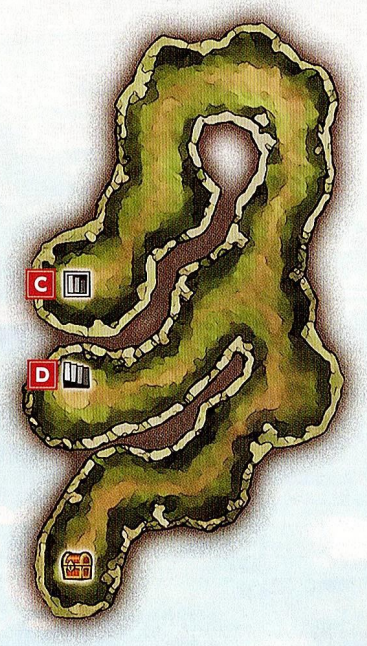
Drake Slime — Slime Family

HP	MP	EXP	G
60	12	29	30

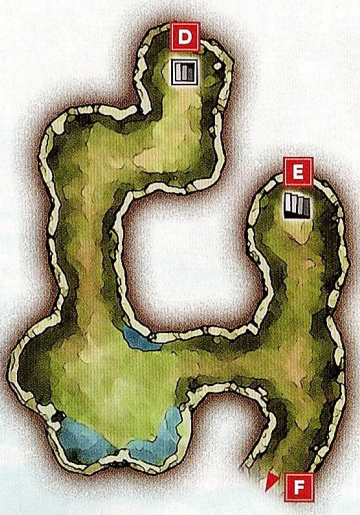
Plain Clothes

Cave of Magic Sealing 2nd Floor

Cave of Magic Sealing 3rd Floor

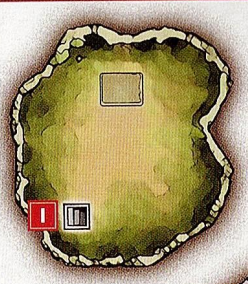


Cave of Magic Sealing 4th Floor

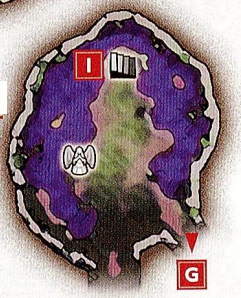


Cave of Magic Sealing 5th Floor ①

Cave of Magic Sealing 6th Floor 3



Cave of Magic Sealing 5th Floor ② 3



Cave of Magic Sealing - Summit

NEW WORLD GUIDE! Mag

What awaits in the room at the summit?

At the summit of the Cave of Magic Sealing, there are two rooms that can be

Someone's help is needed to enter the 5th floor ②, where the Goddess statu

Vicinity Map Region — 現代 Around Orphée

100 Gold	
Pretty Betsy	
Leather Kilt	
Seed of Faith	
Seed of Resilience	

NEW WORLD GUIDE — Did not exist in the past

The Pier and the Mansion

[Present] Around Orphie, by the water, there is a pier, and on the opposite bank is a splendid mansion as well. In order to go to the mansion, Adventure Bell It is necessary to obtain a certain item. As you progress th you will eventually be able to visit it.

Base Map Location — Present Day: Town of Orphée

Mysterious Fragment Yellow 0 | 0 | 0 | No Key 0 | Thief's Key 0 | Magic Key 0 | Ultimate Key 0

Town of Orphée 3

Slime earrings	400	Def+5 Charm+10
Medical Herb	16	
Antidotal Herb	20	
Moonwort Bulb	30	
Holy Water	30	

Sacred Knife	400	Atk+17 Agi+6%
• Increases damage dealt to zombie-type enemies by 20%		
Stone Fangs	340	Atk+12
Thorn Whip	500	ATK +14
Kitten Shield	310	Def+9 Eva+8% Grd+5%
Leather Kilt	400	Def +12
Turban	610	Def+15 Mag Might+7 Mag Mend+
Fur Hood	900	Def +21
• Reduces Ice damage by 10%		

NEW WORLD GUIDE — A town that shows gratitude to animals

Just like in the past, the town is full of animals. We h to do s thing about it, or we won't be able to use the shops.

VAVA

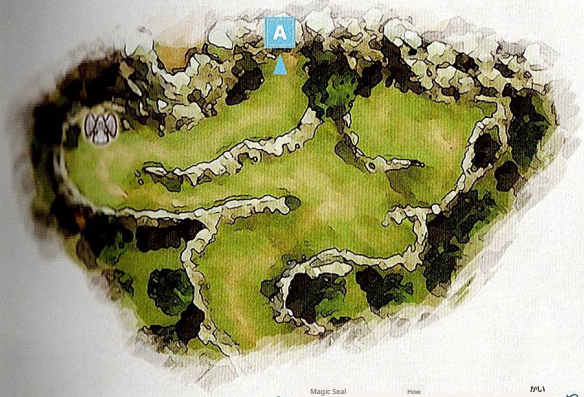
*Appears and becomes available as the story progresses.

Drop point: Map Location

Present: Phantom-Sealing Cave

Mysterious Red Fragment
Mysterious Red Fragment
1
0
6
No Key 6
Thief's Key 0
Magic Key 0 Ultimate Key 0

The Sealed Cave



Cave of Magic Sealing • 1st Floor 3

Cave of Magic Seal - 2nd Floor

Cave of Magic Seal - 3rd Floor 35

Other seeds
Bunny Tail
Giant Hammer
Mini Medal
Misuraime Heart
Magic Water

MONSTER LIST

Monster List

Imp — Demon Family

HP	MP	EXP	G
30	16	17	9

Magic Water

Hammerhood — Humanoid family

HP	MP	EXP	G
27	10	14	8

Hammerhood

Crested Viper — Dragon Family

HP	MP	EXP	G
36	12 24		22

Moonwort Bulb

Frogger — Nature Family

HP	MP	EXP	G
22	8	12	7

Medicinal Herb Magic Water

Crabid — Nature Family

HP	MP	EXP	G
28	10	25	18

Copper Sword

Drake Slime — Slime Family

HP	MP	EXP	G
60	12	29	30

Plain Clothes

Healslime Slime Family

HP	MP	EXP	G
30 22		28	20

Seed of Magic

Cactiball Nature Family

HP	MP	EXP	G
25	0	8	7

Medicinal Herb Thorn Whip

Bubble Slime Slime Family

HP	MP	EXP	G
24	10	16	6

Antidotal Herb

Muddy Hand — Zombie Family

HP	MP	EXP	G
35	9	20	14

Holy Water

Poison Caterpillar — Nature Family

HP	MP	EXP	G
43	8	22	23

Antidotal Herb

Fairy Rat — Nature family

HP	MP	EXP	G
34	18	27	21

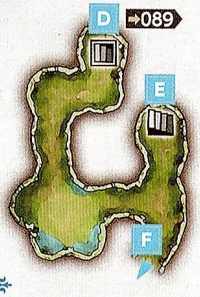
Medicinal Herb

Lilliput — Humanoid family

HP	MP	EXP	G
18	20	13	8

Plain Clothes Pointy Hat

Magic Seal How Chapter
Cave of Magic Sealing • 4th Floor 3

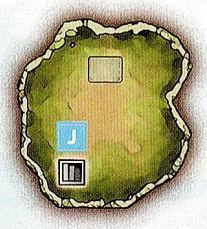


Magic Seal How
Cave of Magic Sealing 5th Floor ①

Fu How Summit
Cave of Magic Sealing Summit

Magic Seal How Chapter
Cave of Magic Sealing - 5F ②

How Chapter
Cave of Magic Sealing 6th Floor 3

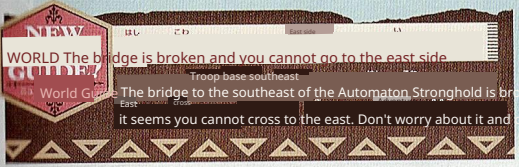


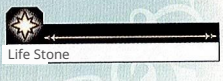
Vicinity Map

Region

Past Faraday region

The town in the center and the large castle to its west are filled with a somewhat unsettling atmosphere.





MONSTER LIST

Monster List

Crabid — Nature Family

HP	MP	EXP	G
28	10	25	18

Copper Sword

Eggplanton — Nature Family

HP	MP	EXP	G
13	0	3	4

Medicinal Herb

Melanzana — Nature Family

HP	MP	EXP	G
44	12	29	26

Dancer's Costume

Automaton — Machine Family

HP	MP	EXP	G
84 10		40	36

Iron Axe

Frogger — Nature Family

HP	MP	EXP	G
228		12	7

Medicinal Herb Magic Vial

She-slime — Slime Family

HP	MP	EXP	G
35	0	20	19

Medicinal Herb

Healslime — Slime Family

HP	MP	EXP	G
30	22 28 20		

Seed of Magic

Crested Viper — Dragon Family

HP	MP	EXP	G
36	12	24	22

Moonwort Bulb

Muddy Hand — Zombie Family

HP	MP	EXP	G
35	9	20	14

Holy Water

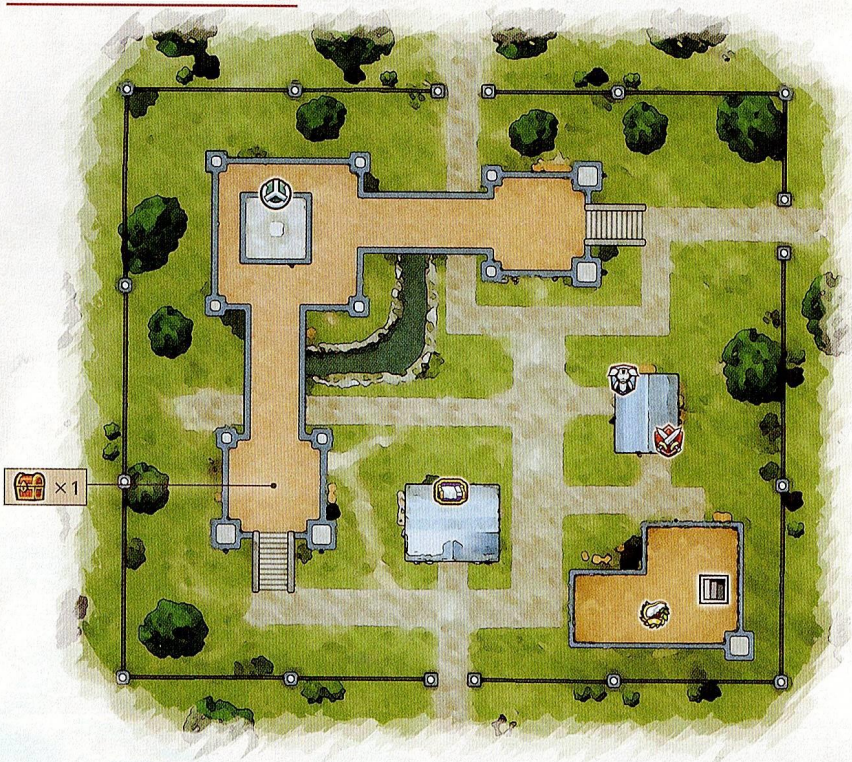
Hints Map Location

Past Frobisher Town

Town

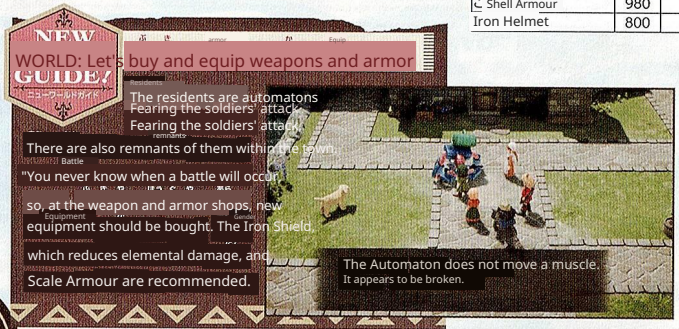
None | 0 | 0 | 1 | No Key 1 | Thief's Key 0 | Magic Key 0 | Ultimate Key 0

Frobisher Town



Iron Spear	750	Atk+23 Block+5%
Stone Axe	640	Atk+19 Crit+3%
Stone Fangs	340	Atk+12

Iron Shield	600	Def+14 Block+6%
↳ Reduces fire damage by 5%		Reduces ice damage by 5%
Scale Armor	450	Def +15
↳ Reduces fire damage by 12%		
Leather Dress	700	DEF+17
↳ Shell Armour	980	DEF +20
Iron Helmet	800	DEF +16



Medicinal Herb	16
Antidotal Herb	20
Moonwort Bulb	30
Holy Water	30

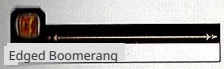
Scale Armor

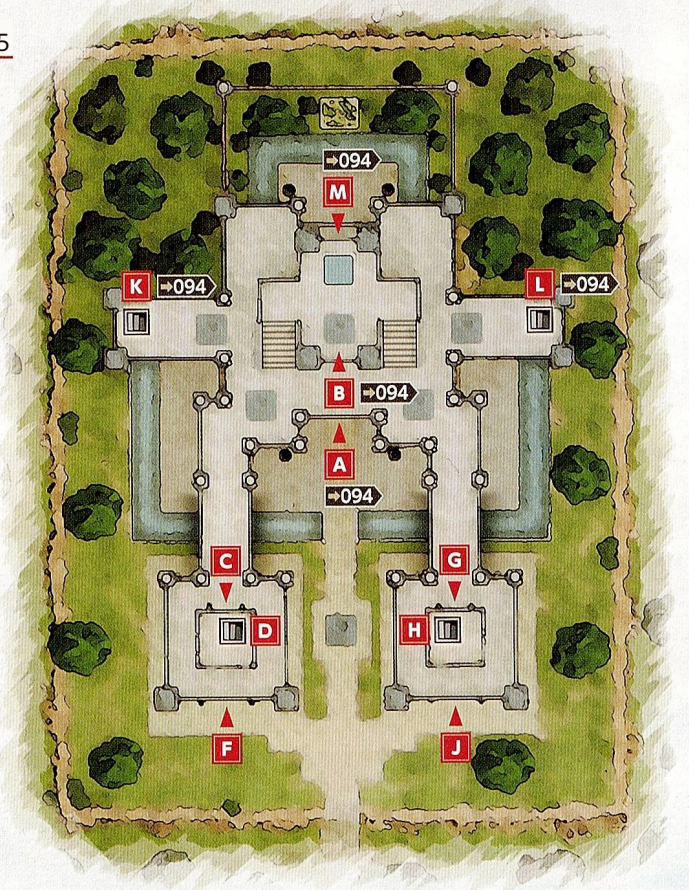
Castle

Past Faraday Castle

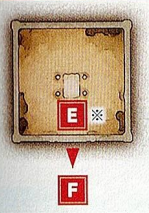
None | 0 | 0 | 1 | No Key 1 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Fabbri Castle 35

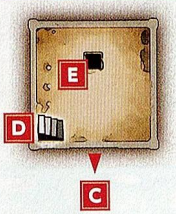




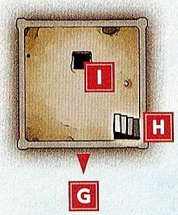
• Fabbri Castle • Guardhouse



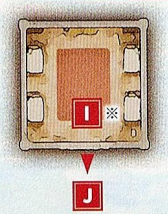
• Fabbri Castle • 2nd Floor ①



• Fabbri Castle • 2nd Floor ②

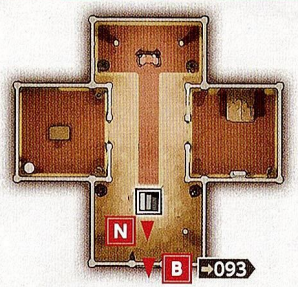


• Fabbri Castle • Dormitory



One-way from 2nd Floor ① and 2nd Floor ② respectively.

Faraday Castle - Throne Room



NEW WORLD GUIDE

WORLD Once the story advances

Let's try exploring inside the castle

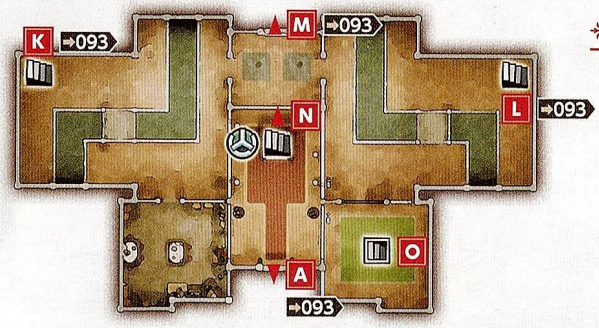
Falrod Castle is of the same scale as Gran Estard Castle

It is a large castle, and its structure is also complex.

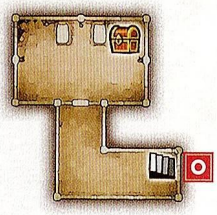
There are wardrobes and other items in various places, and

there is also a treasure chest in the basement, so let's explore once you

Falrod Castle - 1st Floor 3



Forod Castle - Basement 3



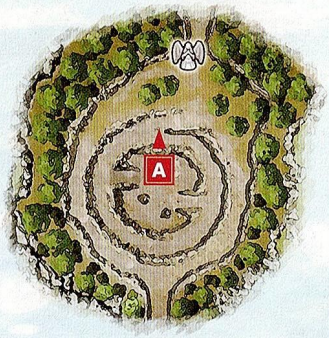
Base Map Location

Past Automaton Base

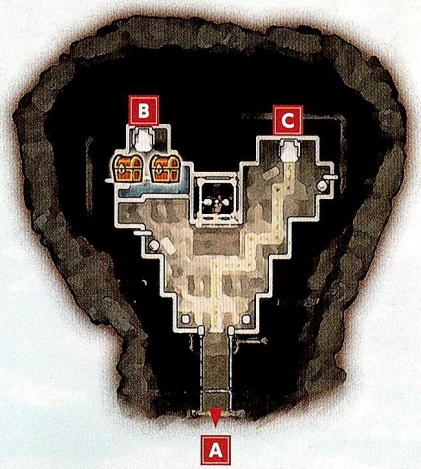
Mysterious Fragment 3 | 0 | 0 | 4 | No Key 4 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Iron Claws	
Steel Sword	
Magic Water (Cannibox)	

Automaton Base 3



Automaton Base - 1st Floor 3



MONSTER LIST

Monster List

Automaton — Machine Family

HP	MP	EXP	G
84	10	40	36

Iron Axe

Walking Corpse — Zombie Family

HP	MP	EXP	G
68	15	31	25

Antidotal Herb Medicinal Herb

Bickley Satan (Jumping Jackal) — Demon Family

HP	MP	EXP	G
40	15	34	30

Antidotal Herb

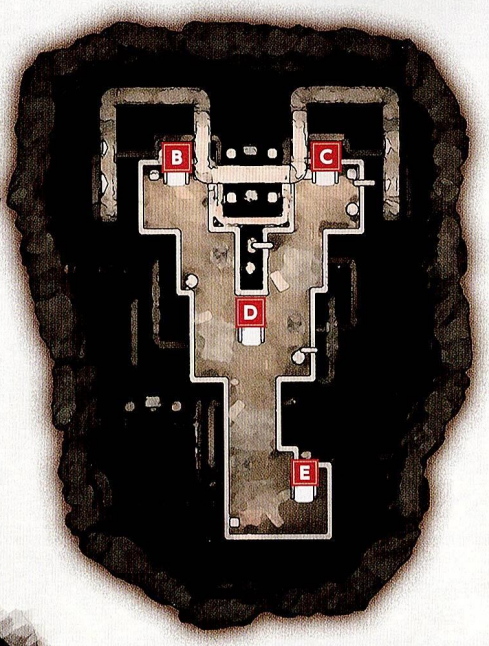
Fairy Rat — Nature Family

HP	MP	EXP	G
34	18	27	21

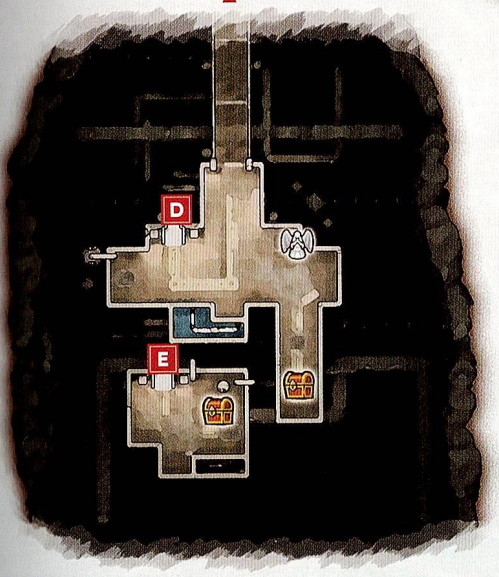
Medical Herb

Corps Base : Underground Chapter

Automaton Base - Basement 1 3



Automaton Stronghold - Basement L



Corps Base Floor

Automaton Stronghold - Basement Level 2 ①

NEW GUIDE!

Stairs

WORLD There are no stairs, but...

Move

If we can operate the lift...

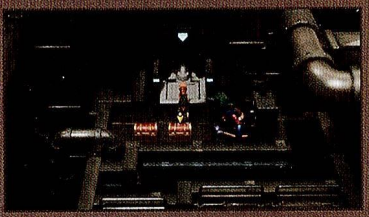
There are no stairs in the Automaton Stronghold, so moving between floors seems to be done by lift. First, let's get the lift moving.

Treasure chest Yakuda Equipment Yes Treasure chest

Useful equipment can also be obtained from treasure chests, but treasure chests appearance of monsters carelessness

some of them contain monsters that will appear, so careless is forbidden

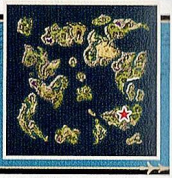
forbidden. Make sure to heal completely before opening them.



AVAVAVA Ma

Vicinity Map Region

Present Day: Environs of Great Falrod



Base Map Location

Present gen

Mysterious Fragment Yellow 1 | 0 | 1 No Key 1 Magic Key 0 | Thief's Key 0 Ultimate Key 0

Frobisher Town

Iron Spear	750	Atk+23 Block+5%	●	●		●	●	●
Stone Axe	640	ATK+19 Crit+3%		●		●	●	
Stone Fangs	340	Atk+12				●		
Leather Whip	800	Attack +20			●		●	

Iron Shield	600	Def+14 Block+6%	●	●			●	●
· Reduces fire damage by 5% · Reduces ice damage by 5%								
Scale Armor	450	Def +15	●	●			●	●
· Reduces fire damage by 12%								
Leather dress	700	Def +17			●		●	
Tortoise Shell	980	DEF +20	●	●			●	●
Chain Mail	1150	DEF +24	●	●			●	●
Iron Helmet	800	DEF +16	●	●			●	●

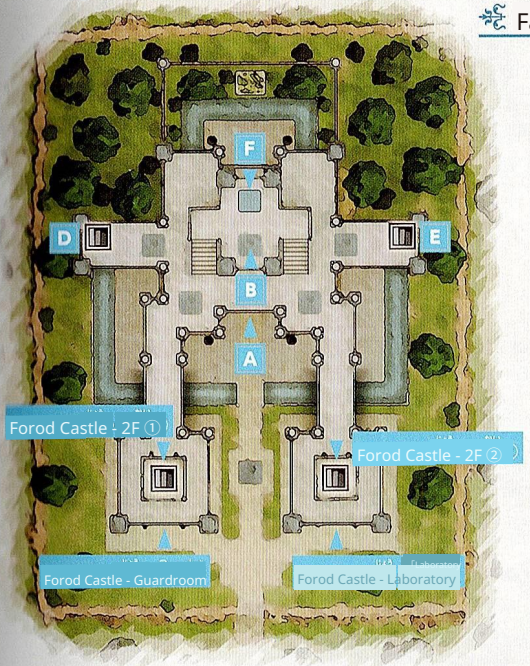
100 Gold

Gathering Point Map Location

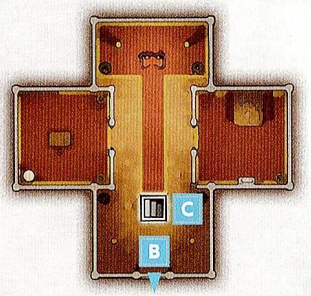
Present Forod Castle

Mysterious Fragment 0 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

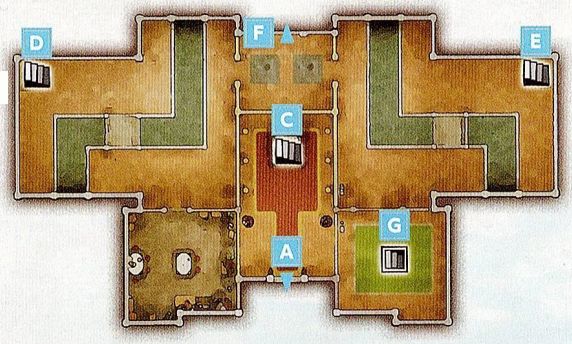
Fabbri Castle 35



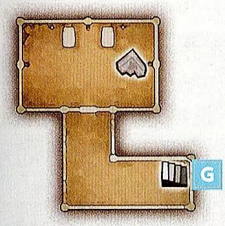
Faraday Castle - Throne Room



Forod Castle - 1F 3



Faraday Castle - Basement 35



NEW WORLD GUIDE

Not only listening to the King's story

Every corner

Let's explore every corner of the castle

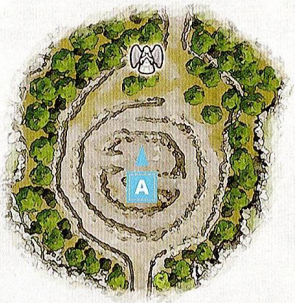
The present-day King of Faraday seems young and full of motivation. Listen to his story to advance the plot. Inside the castle, you can also obtain tablet fragments and useful items. Make sure to check every room.

Gathering Point
Map
Location

Present Automaton Base

None | 1 | 0 | 1 | No Key 1 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Automaton Base



Automaton Base - 1st Floor 35

NEW WORLD GUIDE!
New World Guide

The lift is not moving, so you can only go to the 1st floor.

Up Present | Troop Base | Monster appearance

[Present] No monsters appear at the Automaton Base, and there is nothing in

"it seems. However, let's visit to obtain a Mini Medal. Since the li

ft cannot be moved, you cannot go underground.

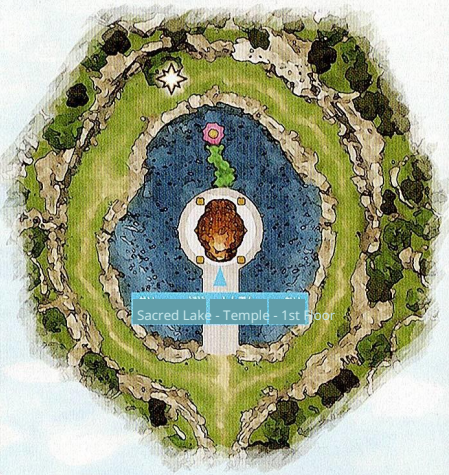
AVAY 300 Gold

Tips
Map
Location

Present gen

None | 1 | 0 | 0 | No Key: 0 | Magic Key: 0 | Thief's Key 0 | Ultimate Key 0

Sacred Lake



Mini Medal

NEW WORLD GUIDE!

WORLD A small temple full of mysteries...

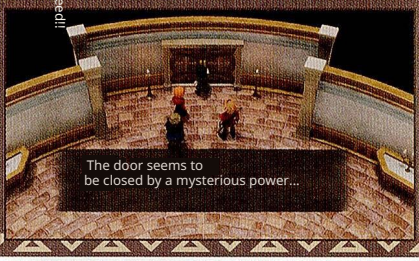
Back of the floor

How to open the door at the back of the 1st floor

At the Holy Lake, there is only a mysterious building. Beyond the

closed door at the back of the first floor, there is a large lotus flower

Will the door be opened as the story progresses?



Vicinity Map

Region

[Past] Around the Resting Place of the Deja Tribe

The Deja, a tribe that lives in harmony with the earth, are staying here for a rest.

MONSTER LIST

Monster List

Orc — Beast Family

HP	MP	EXP	G
100	32	58	36

Medicinal Herb Iron Spear

Fairy Rat — Nature Family

HP	MP	EXP	G
34	18	27	21

Medicinal Herb

Walking Corpse Zombie family

HP	MP	EXP	G
68	15	31	25

Antidotal Herb Medicinal Herb

Baby Panther — Beast Family

HP	MP	EXP	G
50	20	46	29

Medicinal Herb Fur Hood

Crested Viper — Dragon family

HP	MP	EXP	G
36	12	24	22

Moonwort Bulb

Metal Slime Slime family

HP	MP	EXP	G
4	20	2010	65

Seed of Defence Seed of Life

Drake Slime Slime Family

HP	MP	EXP	G
60	12	29	30

Plain Clothes

Melanzana — Nature Family

HP	MP	EXP	G
44	12	29	26

Dancer's Costume

強 Bubble Slime (Strong)

Slime Family 111

Bubble Slime Heart
10% chance on attack to inflict severe poison on the enemy

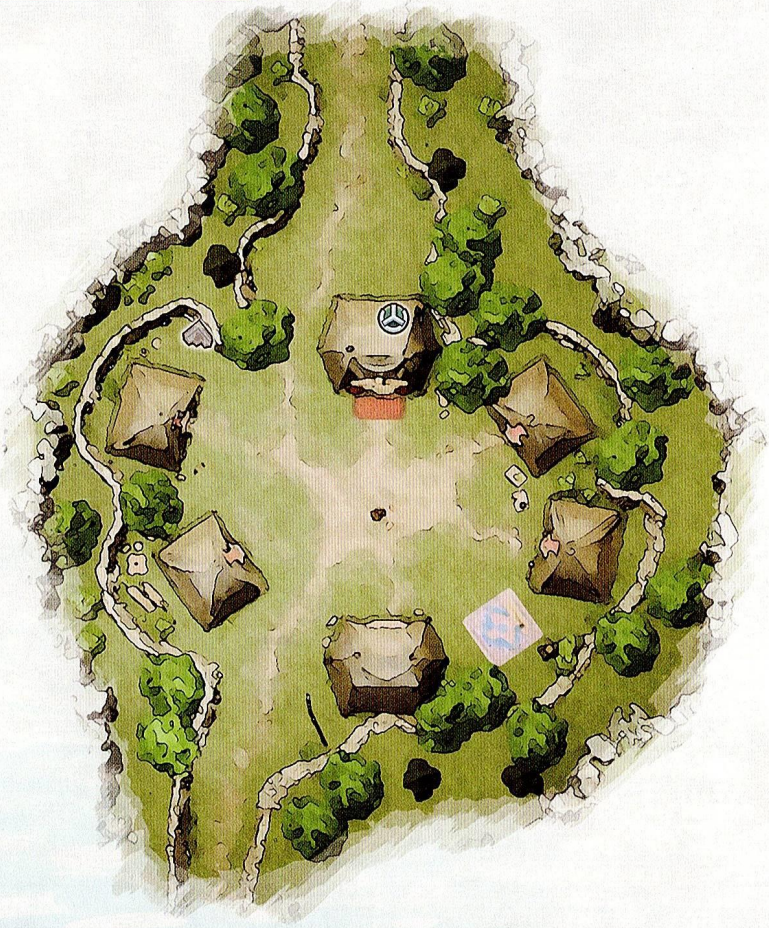
Hints Map Location

Past Yubar Clan's Encampment

Mysterious Fragment 1 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Tribe Resting place

Yubar Tribe's Resting Place



NEW WORLD GUIDE

The situation changes as the story progresses

Place

Came to this place for the first time.

At that time, the Yubar tribe

Journey

Great festival are staying. However, the Roamer tribe's journey,

Story Progress

Depending on the progress of the story,

Location

they may move to a different location.

Case

In that case, the tent will be packed up,

Mountain Path

and the map will become "Mountain Path."

Challenge Point

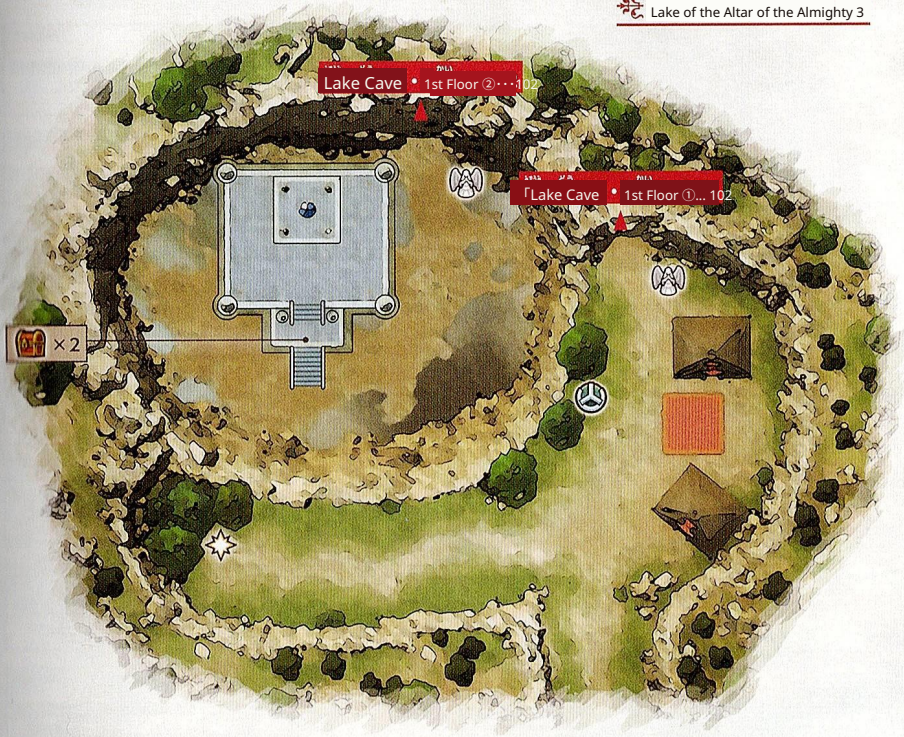
Map

Location

Past: Lake of the Altar of the Almighty

None | 0 | 0 | 2 | No Key 0 · Magic Key 0 | Thief's Key 0 · Ultimate Key 2

Lake of the Altar of the Almighty 3



Seed of Stre

Holy King's Fan

Elfin Elixir

NEW GUIDE!

WORLD: Head to the lake cave to reach the altar

World Guide: "Visible at the bottom of the lake to go to the altar that you need to travel through the lake cave. It seems necessary to proceed. Yu... After listening to the chiefs of the Baal tribe and resting in the tent, once you have done so, located to the north, let's head to the cave entrance.

Lake bottom

Tribe chief

NEW GUIDE!

WORLD The treasure chest inside the altar

Cannot be opened now

Inside the altar, two treasure chest

There are two treasure chests inside the altar, they cannot be opened just yet.

Advance the story

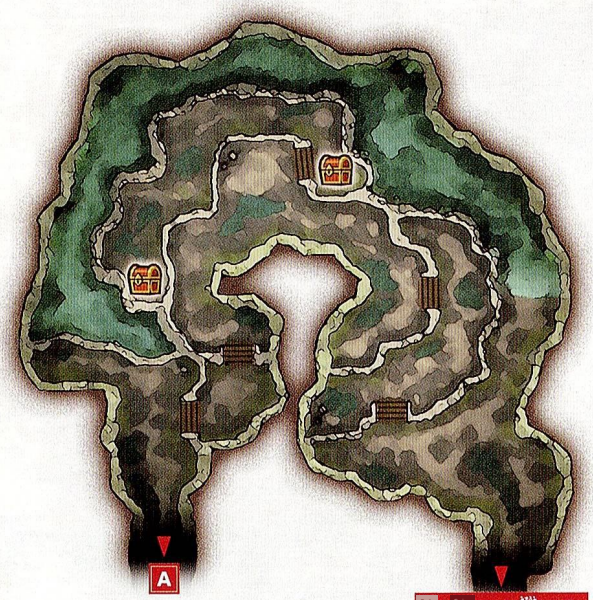
Don't worry about it, and let's advance the story.

Base Map Location

Past Lake Cave

Mysterious Fragment Yellow 1 | 0 | 18 | No key 18 Magic Key 0 | Thief's Key 0 Ultimate Key 0

Lake Cave • 1st Floor ①



10 Gold	Yggdrasil Leaf
10 Gold	Fan of the Stars
10 Gold	Magic Water
1200 Gold	Seed of Resilience
Prayer Ring	(Empty)
Fur Mantle	(Cannibox)
Silver Tray	

Lake Cave • 1st Floor ② 3

*Until the mystery is sol... there is a stone wall and you cannot pass thro...

MONSTER LIST

Monster List

Orc — Beast Family

HP	EXP	G
100 32	58	36

Medicinal Herb — Iron Spear

Crabid — Nature Family

HP	MP	EXP	G
28	10	25	18

Copper Sword

Walking Corpse — Zombie Family

HP	MP	EXP	G
68	15 31 25		

Antidotal Herb Medicinal Herb

Jaguar Mage Beast Family

HP	MP	EXP	G
48	32	48	30

Magic Water

She-slime — Slime Family

HP	MP	EXP	G
35 0		20	19

Medicinal Herb

Crested Viper — Dragon Family

HP	MP	EXP	G
36	12	24	22

Moonwort Bulb

Drake Slime — Slime Family

HP	MP	EXP	G
60 12 29 30			

Plain Clothes

Mud Mannequin — Material Family

HP	MP	EXP	G
57 20 44 26			

Plain Clothes

Buchuchunpa Nature Family

HP	MP	EXP	G
54	20	46	28

Medicinal Herb Magic Water

NEW GUIDE! ニューワールドガイド

Stone Monument

WORLD the ancient characters on the stone monu...

Investigate and solve the mystery

On the 1st floor ②, a passage submerged in water tha... exists. Examining the nearby stone monument, it seem... you can proceed. For now, let's head to the 1st baseme... floor.

Lake Cave Basement Level 1

Lake Cave - Basement Level 2 ①

NEW GUIDE!

World Guide:

WORLD Fall to the lower floor

Watch out for holes

The hole on the north side of Stairs C leads to Baseme

causing you to fall. You'll want to proceed without fall

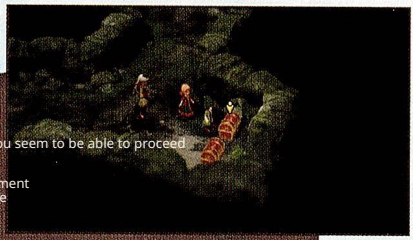
Uncollected treasure chests

If you haven't collected the treasure chests, intentiona

is also an option.

Mini Medal

Lake Cave Basement Level 2 ②

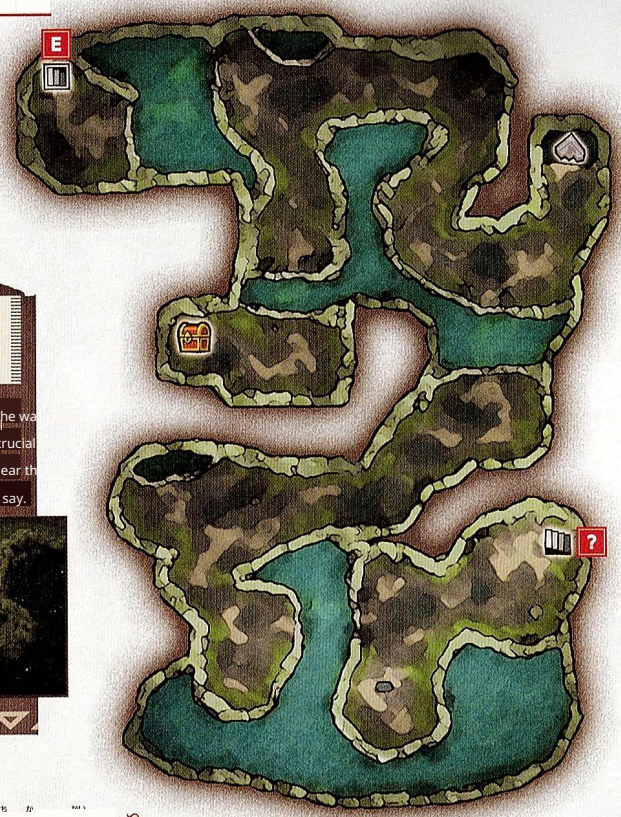


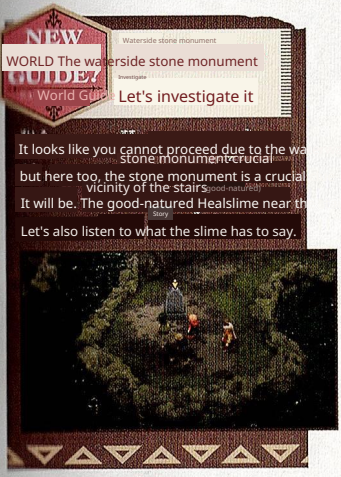
NEW GUIDE

WORLD How to proceed to Basement Level 3...?

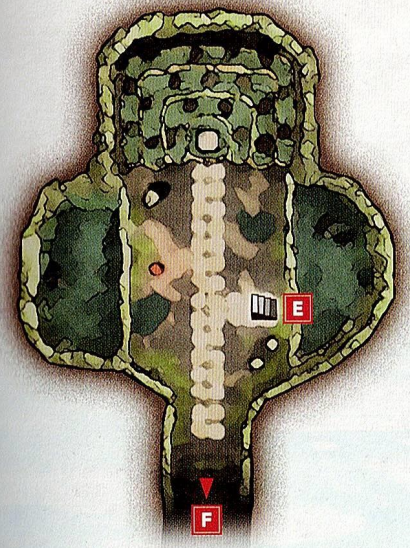
In Basement Level 2 ②, there is a place where you seem to be able to proceed not. However, there are mysterious words engraved on it, and it seems there is some kind of mechanism. The "box" on it, could it be referring to the object on the floor?

Lake Cave B3F 3

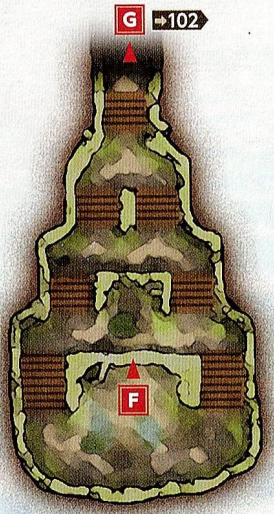




Lake Cave - Basement Level 4 ①

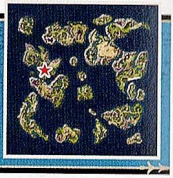


Lake Cave • Basement Level 4 ② 35



Area Map
Region

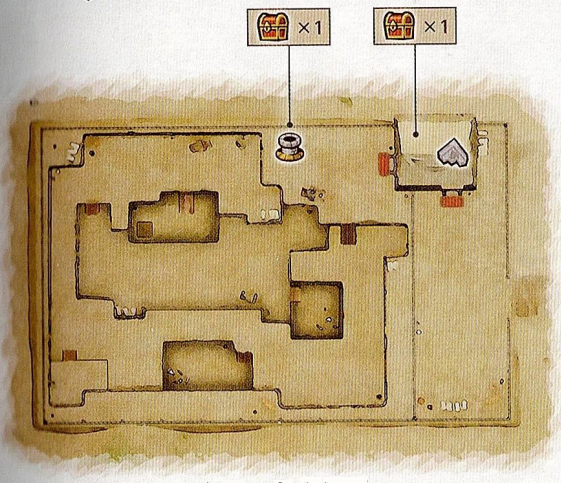
[Present: Yubaar Tribe's Rest Area Surroundings



Gathering Point
Map
Location

Present Day: Fossil Excavation Site

Mysterious Fragment | 3 | 0 | 2 | No Key 0 | Magic Key 1 | Thief's Key 1 | Ultimate Key 0



Fossil Excavation Site

Seed of deftness
Mini Medal

NEW WORLD GUIDE!

Excavation site's How to get inside?

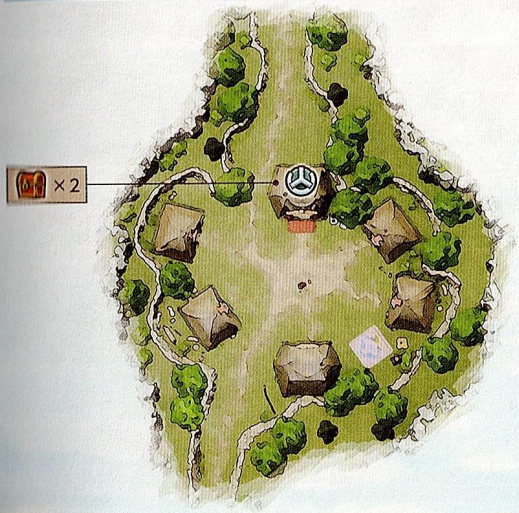
There is a man at the excavation site, so you can [illegible]. Adventu[illegible]
Proceed and when asked by a certain person to deliver something to the man, return here. VAVAVAVA

Challenge Point
Map
Location

Present: Roamers' Encampment

None | 1 | 0 | 2 | No Key 2 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Roamers' Encampment 3



Seed of Agility
Lunar Fan

NEW WORLD GUIDE!

WORLD As the story progresses
The Yubal tribe appears

If you hear rumors of wandering people somewhere [illegible]
Mountain pass road heading
let's head to the mountain pass. You might meet the [illegible]
If you don't meet them,
then prioritize advancing the story.

MONSTER

Humanoid family

Hammerhood Strong

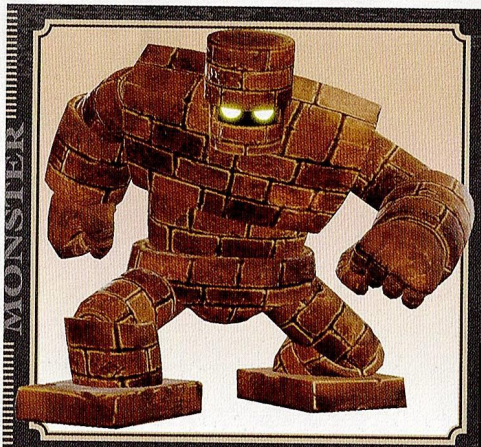
弱 Fire Wind Darkness Light

危 Danger Super Muster Strength Desperate Attack

Slightly increases Attack Power

"Flame Slash" and Frizz-type spells are highly effective, so you want to focu around Kiefer and Maribel. When the enemy bursts, their attack power increases, and they use "Ultra Charge Up" After this, they will unleash a critical hit, so have the protagonist use "Buff" or similar means to be able to withstand the attacks.

MONSTER



Material Family

Golem

弱 土

危 Danger swing down

—

Defense is high, making physical attacks less effective. Maribel's "Frizz" or the protagonist's "Water Dragon Slash" to deal dam ...let's deal damage. The powerful 'Downward Chop' is... Prepare armor with high defensive power in the village of Woodpal ...or, it's easier to counter if you use the protagonist's 'Buff' spell.

MONSTER

Nature Family

Chopper

弱 Fire, Ice, Lightning, Earth, Light, Illusion

危 Frizz, Defending Champion

—

The attacks are simple and mainly single-target. You cannot deal damage while it is in a defensive stance, so wait for it to wear off. It is weak to illusion; use 'Dazzle'... Weakness attributes Physical attacks will almost never succeed. There are many ele ...so let's attack mainly using Maribel's spells.

Humanoid family

Lilliput Strong

City Fire Ice Dark Light

Danger

Oomphle

Call for Help Kasap

Attack power slightly up

Agility significantly down

When the enemy bursts, it summons 4 Lilliputs. Furthermore, it uses "Oomphle" to strengthen its allies and "Kasap" to lower our defense, so keep the number of enemies to a min

You want to reduce them as a priority. Lilipats, including the strong ants, are weak to the Ic

so you can aim for massive damage with 'Io'.

Material Family

Flame Giant

Rainwater

Crush Fire Breath

Ice resistance slightly up

Defense significantly down

At first, its defense is high and it is weak to the ice attribute, so in the early stages, ma

Maribel's "Crack" is effective. While the enemy is in Burst mode, p

ical attacks are effective, so attack aggressively with the Protagonist. Water sla

sh". If "Muster Strength" is used,

then prioritize "Defend" and prepare for the next attack.

Beast Family

Meowgician - Strong

Time Ice Wind Lightning Light

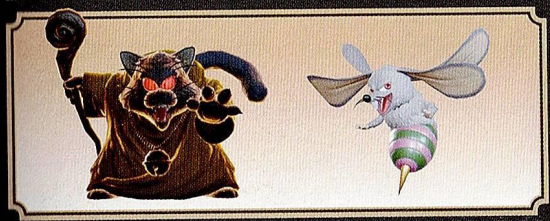
Danger Frizz Sizz

Nature Family

Mimitobinezumi x2

Country Fire Ice Lightning

Danger: Sleep Attack



Strong: Magic-Focused

The Cat Mage is strong focuses on spells, while the Earwing

Rat attacks with physical moves. Since the enem

spells can go out of control, make sure to restore it

frequently. Because the Earwing Rat's attacks

can cause sleep upon impact,

stop it by targeting it first. Both of these

enemies are weak to the ice attribute, and 'Hyad' can be used.

Let Maribel focus on attacking.

Demon Family

Death Amigo

Fire Ice Thunder Earth Light

Danger Dazzling Light Dolma Kamaitachi

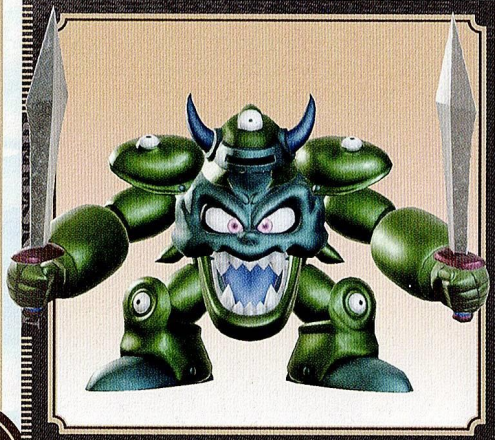
It has many high-power single-target skills like 'Dolma'. Max Since it acts twice per turn, make sure to keep your HP around 40. Elemental weaknesses. Enemies have many elemental weaknesses, so attacks with spells along the way… are recommended. For Maribel, the Wizard's staff equipment when equipped, can further enhance her spells.

Humanoid family

Machine Master

Call for help / Brandish weapons

It summons automatons and orders them to target someone. Use "Buff" on the targeted ally. Lightning Attribute Automatons are weak to the lightning attribute, making Kiefer's 'Lightning Slash' effective. Once the Machine Master is the only enemy left, focus your attacks with spells like 'Frizzlestorm'.



Machine family

Death Machine

5 Water/Lightning

Fire Breath, Disruptive Wave

Double-Edged Slash, Desperate Attack

Its physical attacks are highly powerful, and when the enemy bursts, one person becomes more likely to be targeted. Since 'Disruptive Wave' will erase any positive effects, if you are targeted, endure it by using 'Defend'. The enemy is weak to ice and dark attributes, so attacking with Maribel's 'Crack' or similar spells is

Brownie - Strong A

Humanoid

弱 Fire Wind Darkness Light

Danger: Spinning Strike, Super Tension, Desperate Attack

Attack power significantly up, defense power slightly down

Strong Brownie B

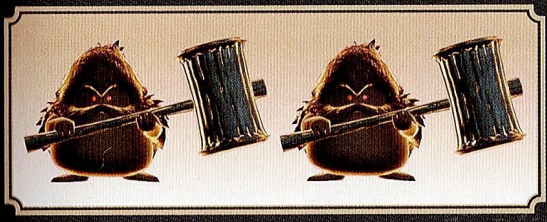
Strong B

Humanoid family

弱 Fire Wind Darkness Light

Danger Super Muster Strength Desperate Attack

Auto HP Recovery, HP Recovery on attack



Its parameters and special skills differ from the Strong Brownies around Woodpalna. The Brownie Strong B protects with 'Forbearance', and since Strong Brownie A will be attacking, you will want to focus your attacks on a single target. Strong Brownie B is prone to being stunned. Since they are strong, use Gabo's 'War Cry' to stop them in their tracks, and defeat Great Hammer Strong A first.

Bubble Slime (Strong)

Slime Family

弱 —

危 Venomous Attack

—

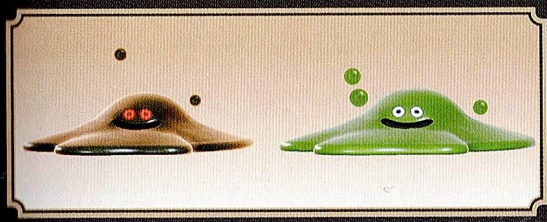
Bubble Slime × 2

Slime Family

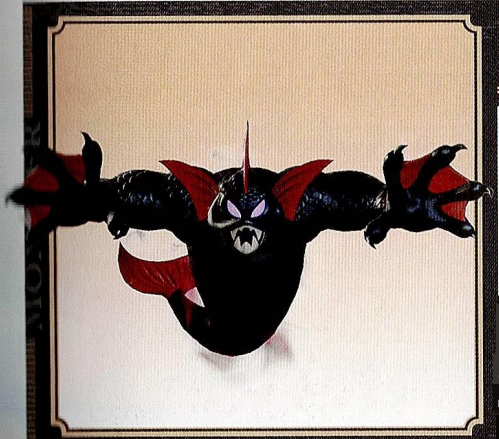
5 Fire, Water, Wind, Lightning, Earth, Darkness

危 Venomous Attack

—



Caution is required for the venomous state. As a countermeasure, prepare plenty of Antidotal Herbs. Since your defense is likely to decrease from the enemy's attacks, it is important to first reduce the number of enemies. Bubble Slime (Strong) has high evasion, so attack with spells. you should aim to focus on them with skills like "Flame Slash."



Nature Family

???

Lightning Flash

危 Abominable War Cry

—

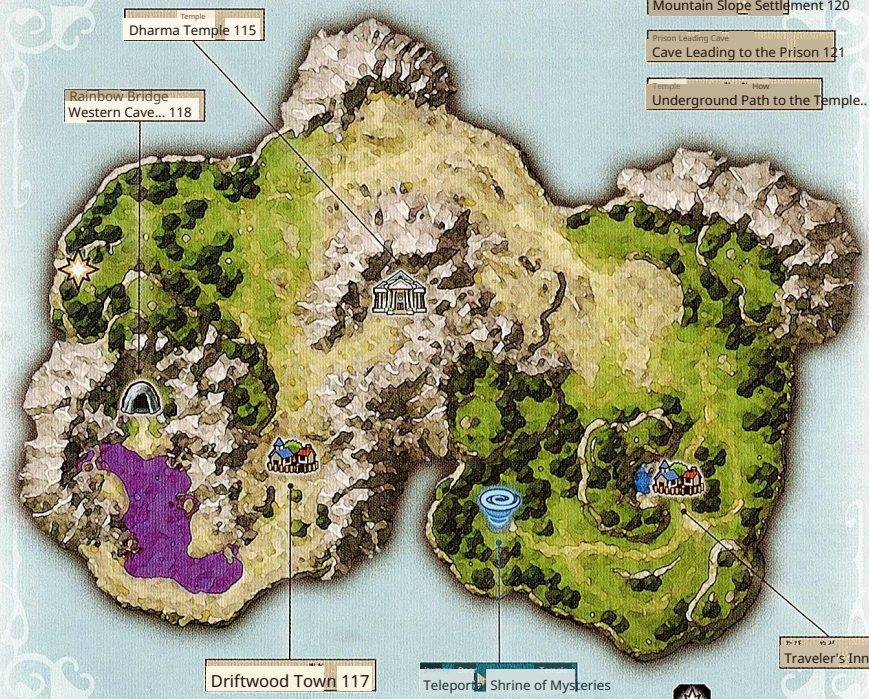
It often incapacitates our party with "Terrifying Roar," and because it acts twice per turn, everyone is prone to taking damage. During the enemy's burst phase, its area-of-effect attacks increase. Be sure to heal frequently. Since it is weak to the lightning attribute, "Lightning Slash" can easily deal massive damage.

Vicinity Map
Region

Past: Dharma Temple Area

Class change

The Dharma Temple, where you can change job classes, is located here, and you can play Lucky Panel at the traveler's inn.



MONSTER LIST

Monster List

Wandering Armor — Material Family
HP 98 | MP 35 | EXP 50 | G 53
Antidotal Herb

She-slime — Slime Family
HP M EXP G
350 20 19
Medical Herb

Jaguar Mage — Beast Family
HP M XP G
48 32 48 30
Magic Water

Drake — Slime Family
HP M XP G
60 12 29 30
Plain Clothes

Shellslime — Slime family
HP M XP G
37 28 33 35
Medicinal Herb Cypress Stick

Fairy Rat — Nature Family
HP M XP G
34 18 27 21
Medicinal Herb

Slime Knight — Slime family
HP 88 | MP 30 | EXP 36 | G 38
Slime Clothes

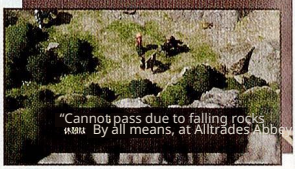
Healslime — Slime Family
HP 30 | MP 22 | EXP 28 | G 20
Seed of magic

NEW WORLD GUIDE

The rock is blocking what lies beyond?

There is a town to the south of Alltrades Abbey. However, when you first visit this area, there are rocks and you cannot pass. For now, let's head to Alltrades Abbey. Story...

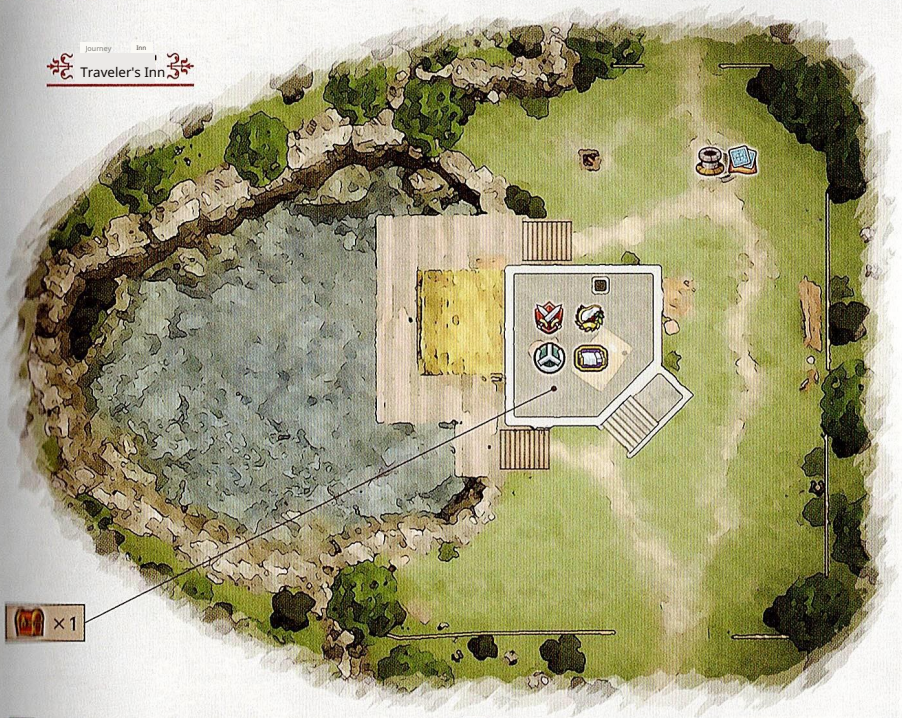
By advancing the story, you may go to be the case.



Base Map Location

Past Traveler's Inn

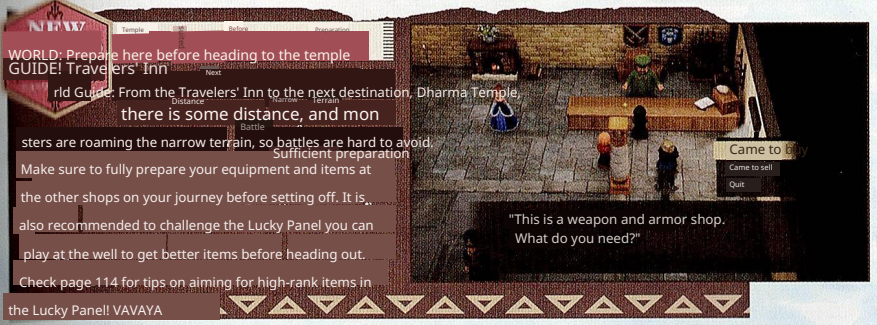
None | 1 | 0 | 1 | No Key 0 | Thief's Key 1 | Magic Key 0 | Ultimate Key 0



Pointy Spear	750	Atk+23 Block+5%
Edged Boomerang	3000	ATK +26
His Whip	800	Attack +20
Bronze Shield	400	Def+9 Guard+6%
Slime Clothes	800	DEF +10 Agi+10
Increases the probability of a pre-emptive strike by 5%		
Fur Mantle	900	Def+18
Reduces ice damage by 10%		
Chain Mail	1150	DEF +24

Slime earrings	400	Def+5 Charm+10
Medicinal Herb	16	
Antidotal Herb	20	
Holy Water	30	

Seed of Resilience



WORLD: Prepare here before heading to the temple

GUIDE! Travelers' Inn

rld Guide. From the Travelers' Inn to the next destination, Dharma Temple, there is some distance, and mon sters are roaming the narrow terrain, so battles are hard to avoid. Make sure to fully prepare your equipment and items at the other shops on your journey before setting off. It is also recommended to challenge the Lucky Panel you can play at the well to get better items before heading out. Check page 114 for tips on aiming for high-rank items in the Lucky Panel! VAVAYA

NEW WORLD GUIDE! ニューワールドガイド

Get high-rank items with the Lucky Panel!!

Good items might be obtained early!

The Lucky Panel that can be played at the [Past] Traveler's Inn and [Present] Traveler's Inn

The biggest advantage is that if you can obtain high-rank rewards, normally you can obtain good items faster than by advancing the story.

Your adventure will become much easier too. Therefore, to make high-rank items easier to obtain efficiently, I have listed some points.

Use this as a reference and aim for the highest rank items!

LUCKY POINT? (Lucky Point)

Reset the count at the inn

Consecutive Challenge!

Lucky Panel can only be played up to 3 times a day, and cannot be played. Conversely, staying at an inn the count will be reset. Efficiently <If you want to repeat it as fast as possible, the should be used. Since the fee is higher than you can also opt to stay at the village of Fi In the present time, it won't take much effort.

LUCKY POINT? (Lucky Point)

Metal Slime Chance

Don't miss it!

Skipping the occasionally appearing Metal triggers a Metal Slime Chance, and the ne When challenging a higher difficulty level, with the Traveler's Inn and many bonus treasure chests, so make sure not to miss the Metal Slime panels when they appear!

LUCKY POINT? (Lucky Point)

As the story progresses, the highest difficulty "Extreme" appears!

The Metal Slime panels are usually 'Normal', 'Intermediate', and 'Expert'. There are 3 stages, but as the story progresses [Present] At the Traveler's Inn, the 4th stage, 'Super Extreme' appears. It becomes more difficult, but the item panels also increase to 11 sets, and the highest rank goes from ★3 to 4. Better items become obtainable!

Highest Rank Recommended Items Pickup!

From the highest rank items in each location, here is a list of must-get items selected by V Jump!

Recommended ★3 Items at the Traveler's Inn in the Past

Poison Moth Knife	ATK +24, AGI +8%	• 8% chance to paralyze the enemy when attacking
Holy Lance	ATK +39, Style +32, Parry +7%	Increases damage dealt to Zombie-type enemies by 30%
Steel Fang	攻32	
Fan of the Stars	ATK +22 Style +39	• 6% chance to confuse enemies when attacking
Staff of Slumber	ATK +18 Magic Might +22 Magic Mending	• Induces sleep in a single enemy when used in battle
Dolphin Shield	Def+23 Style+15 Block+6%	• Reduces ice damage by 10%
Magical Vestment	Def+24 MagAtk+15 MagRec+15	• Reduces all elemental damage by 18%
Tortoise Shell	Def+40	

Footwear: Recommended ★3 Items from the Traveler's Inn

Icicle Dirk	ATK +58	Weapon attacks become Ice-elemental
Monster Claw	ATK +63	• 8% chance to paralyze the enemy when attacking
Steel Whip	ATK +68	
Staff of Ice	ATK +28 Magic Might +32 Magic Mending +2	• When used in battle, a chunk of ice pierces through one group of enemies
Mage's Stick	MagAtk+30 MagRec+46 +14%	• 10% chance to charm Nature-family enemies when attacking • Recovers 15 H
Ice Shield	Def+31 Block+6%	• Reduces ice damage by 20%
Magician's Robe	Def+34 MagAtk+21 Style+31	• Reduces fire damage by 10% • Reduces light damage by 10%
Platinum Head	Def+36 Charm+20	

After the appearance of "Super Spicy" "Recommended ★4 items at the Inn in the present

Flame Sword	Atk+90	• Weapon attacks become fire-elemental
Thunder Sword	Atk+95	When used during battle, holy lightning strikes a group of enemies
Metal Slime Sword	Atk+99	• Deals +1 additional damage to Metal-type enemies
Beast Claw	ATK +86, Crit Rate +8%	• 10% chance to inflict Deadly Poison on hit • Increases damage dealt to Bird-type enemies by 30% • Increases damage dealt to Beast-type enemies by 30%

Goddess Staff	ATK +62, Magical Might +59, Magical Mending +63, MP	• When used in battle, removes a curse from one ally • Increases damage deal
Mirror Shield	DEF +48, Style +32, Block Rate +8%	Reduces fire damage by 30% • Reduces Lightning damage by 30% • Reduces MP dama
Spirit Armor	DEF+78 M. Might+32 M. Mend+32	• Reduces all elemental damage by 12%
Intellect Helmet	Def+43 MagPow+29 Mending+29	

Past Dharma Temple (Alltrades Abbey)

Mysterious Fragment (Yellow)
Mysterious Fragment (Green) 1

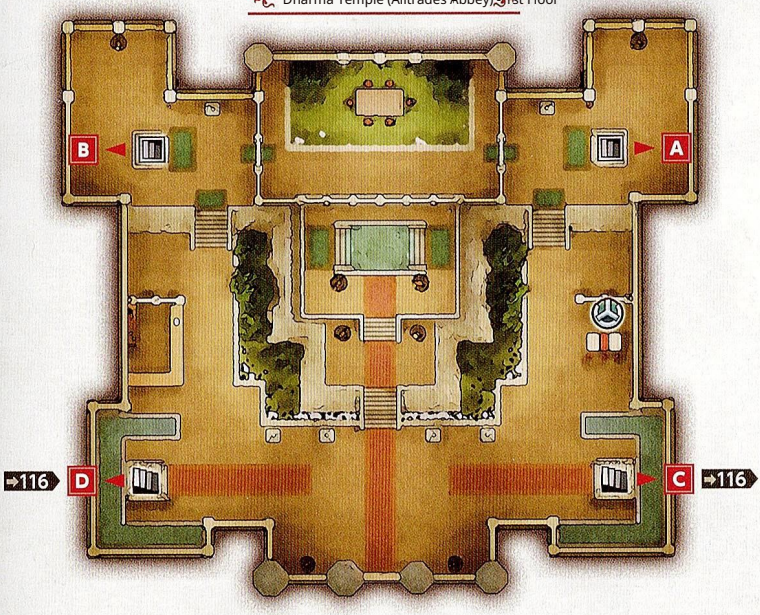
0

3

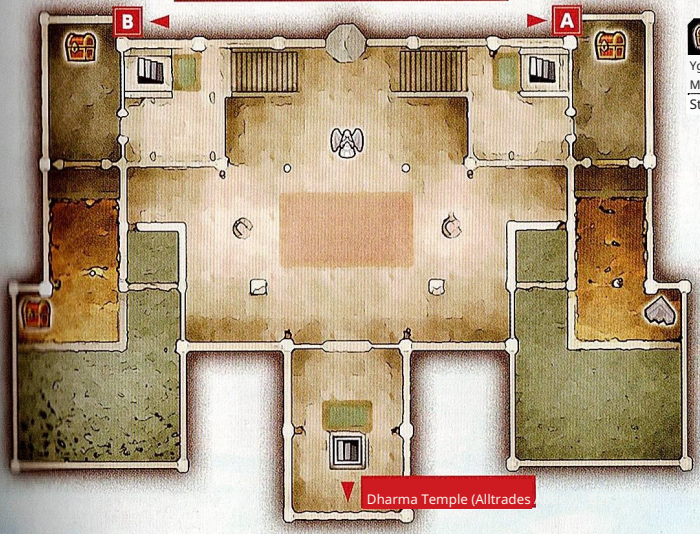
No Key 3
Magic Key 0

Thief's Key: 0
Ultimate Key 0

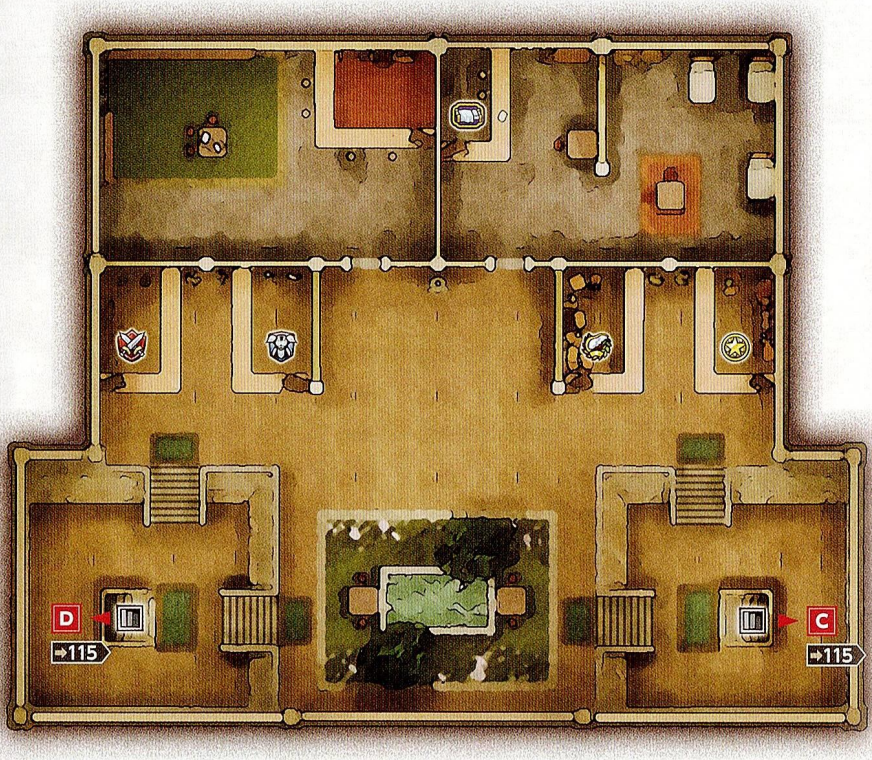
Dharma Temple (Alltrades Abbey) - 1st Floor



Great Temple Chapter
Dharma Temple (Alltrades Abbey) - B1F 3



Yggdrasil Leaf
Mini Medal
Star Fragment



Steel Sword	2400	Attack+30	
Iron Spear	750	Atk+23 Block+5%	
Edged Boomerang	3000	ATK +26	
Staff of Sleep	2000	Attack +18 Magical Might +22 Magical Mending +12 +8%	
• When used in battle, it puts one enemy to sleep			

Iron Shield	600	Def+14 Block+6%	
• Reduces fire damage by 5% • Reduces ice damage by 5%			
Chain Mail	1150	Def +24	
Bronze Armor	1650	Def +28	
Iron helmet	800	Def +5	

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort Bulb	30
Holy Water	30

NEW GUIDE! ニューワールドガイド

WORLD Shops cannot be used when you first arrive!

First time at Dharma Temple

when you come

You cannot go up to the 2nd floor and shops

...is not available yet. Go around the other accessible floors and talk to various people to advance the story. Speaking of Dharma Temple, it's all about changing vocations, but...?

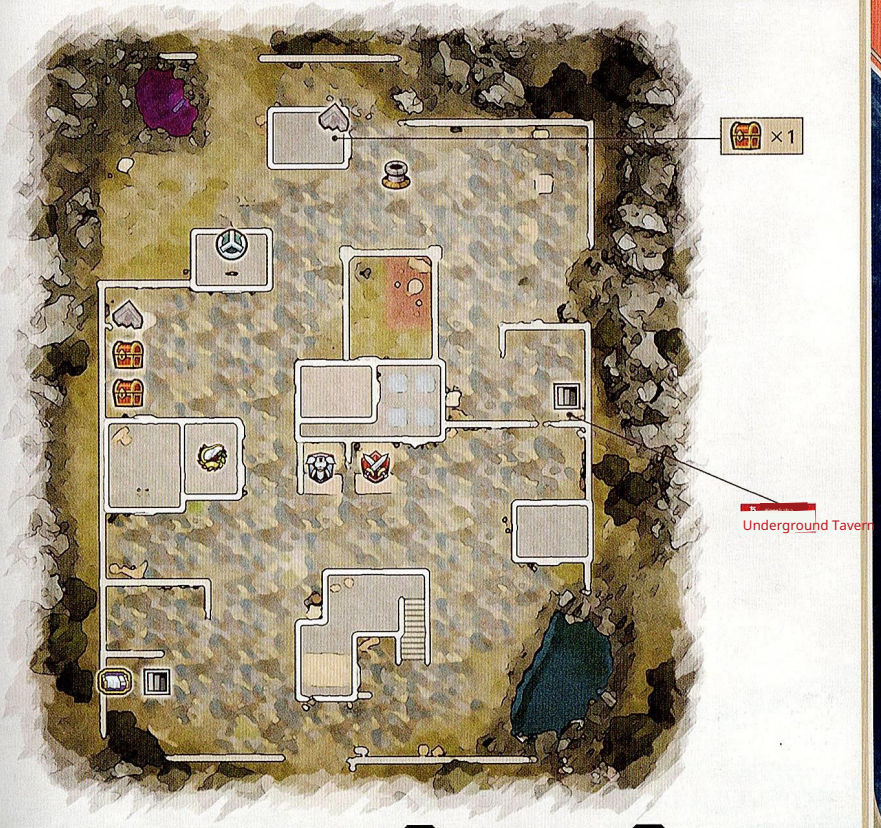
Job change

"This is Dharma Temple.
It is a place where people seek
the vocation that best suits them.

Past: Penal Town

Mysterious Slate - Blue
Mysterious Slate - Silver
2
0
3
No Key 2
Magic Key 0
Thief's Key 1
Ultimate Key 0

Pilgrim's Perdition



Steel Sword	2400	Attack+30
Iron Axe	2800	Atk+38 Crit+3%
Iron Claws	920	Atk+21 Crit+3%
Leather Whip	800	Attack +20
Staff of Sentencing	1200	Atk+15 MagMending+1% MagMending+8

When used in battle, it launches a small fireball at a single enemy.

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort Bulb	30
Coagulant	310

Mini Medal
Thief's Key
(Empty)

Bronze Shield	400	Def+9 Guard+6%
Silver Tray	480	Def+12 Style+9 Block+5%
White Shield	980	Def+19+6%
• Reduces fire damage by 10%		
Fur Mantle	900	Def+18
• Reduces Ice damage by 10%		
Dancer's costume	1080	Def+20 Charm+21 Eva+6%
Cloak of evasion	2000	DEF +28 Evasion +10%
Iron helmet	800	DEF +16

NEW
GUIDE

Treasure chest

WORLD Treasure chests that cannot be opened can be c

GUIDE Be sure to come back and get it!

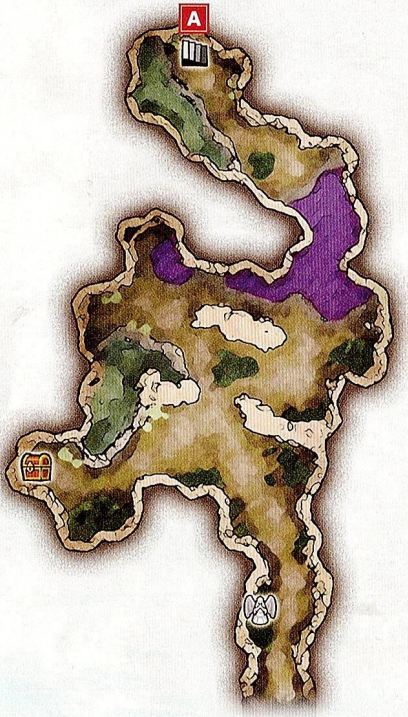
There are treasure chests and stone tablet fragments that you cannot obtain when you first arrive. Among them is the Thief's Key. Make sure to revisit after advancing

Gathering Point
Map
Location

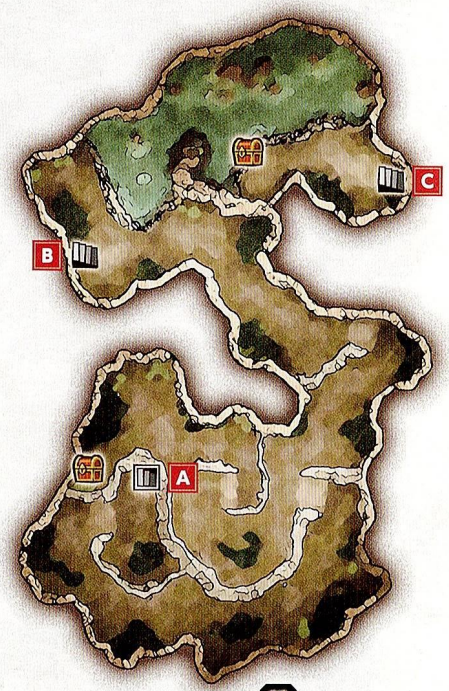
Past Western Cave

None | 1 | 0 | 4 | No Key 4 Magic Key 0 | Thief's Key 0 Ultimate Key 0

Western Cave • 1st Floor 3



Western Cave • 2nd Floor 3



300 Gold
Mini Medal
Beast Whip
Magic Water

MONSTER LIST

Monster List

Orc — Beast Family

HP	MP	EXP	G
100	32	58	36

Medicinal Herb | on Spear

Jaguar Mage Beast Family

HP	MP	EXP	G
48	32	48	30

Magic Water

Mud Mannequin — Material Family

HP	MP	EXP	G
57	20	44	26

Plain Clothes

Walking Corpse Zombie family

HP	MP	EXP	G
68	15	31	25

Antidotal Herb | Medicinal Herb

Shellslime Slime family

HP	MP	EXP	G
37	28	33	35

Medicinal Herb | Cypress Stick

Bickley Satan (Jumping Jackal) — Demon

HP	MP	EXP	G
40	15	34	30

Antidotal Herb

Scorpion Armor — Nature Family

HP	MP	EXP	G
54	18	69	33

Seed of Resilience

Slime Knight — Slime Family

HP	MP	EXP	G
88	30	36	38

Slime Clothes

Lips (Nature Family)

HP	MP	EXP	G
54	20	46	28

Medicinal Herb Magic Vial

Wandering Armor Material Family

HP	MP	EXP	G
98	35	50	53

Antidotal Herb

She-slime — Slime Family

HP	MP	EXP	G
35	0	20	19

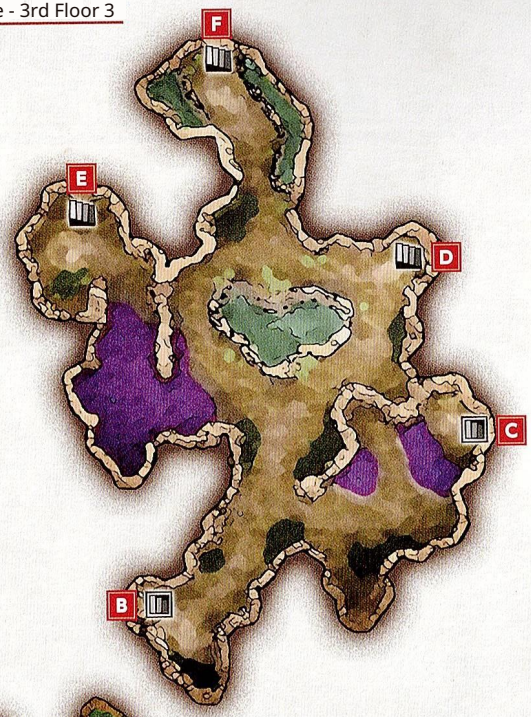
Medicinal Herb

Healslime Slime Family

HP	MP	EXP	G
30	22	28	20

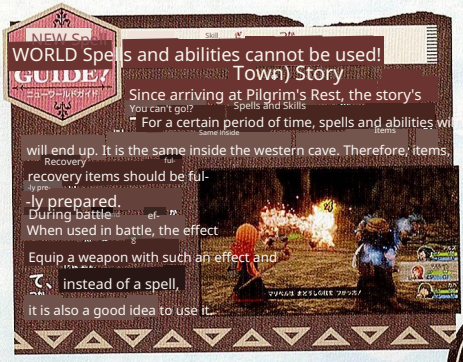
Seed of magic

Western Cave - 3rd Floor 3



Western Cave - 4th Floor 3

Mountainside Settlem
Mountainside Settlem

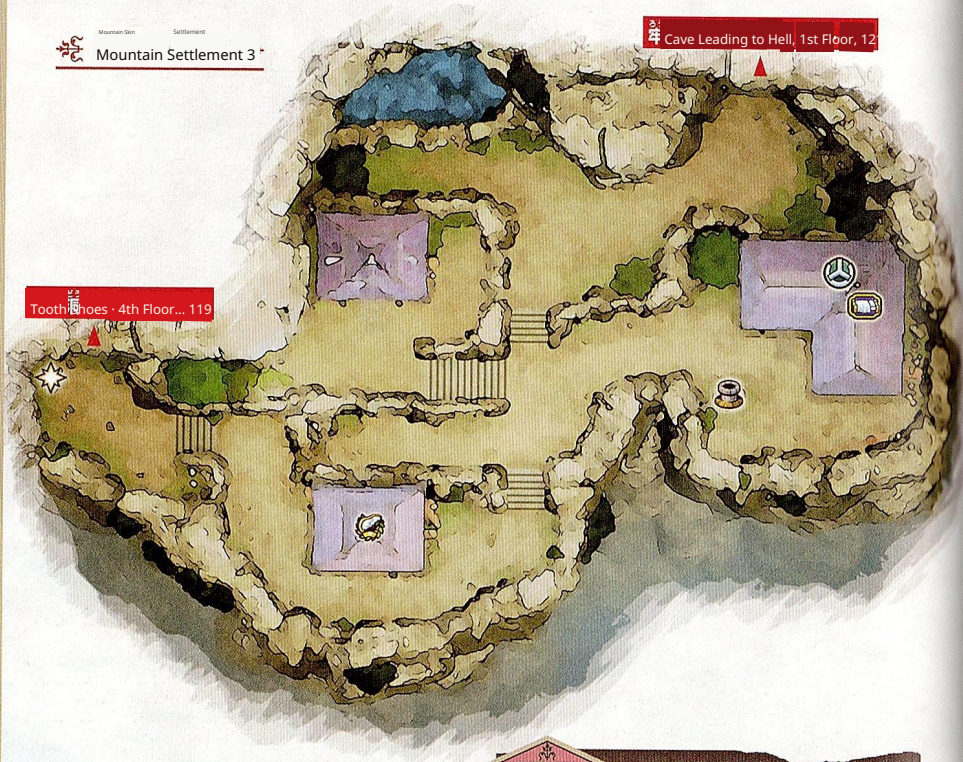


Hints Map Location

Past: Mountain Settlement

None | 1 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Mountain Skin Settlement
Mountain Settlement 3



Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort Bulb	30
Holy Water	30
Mini Medal	

NEW GUIDE!

WORLD Sandwiched between dungeons

Precious Relay point
Valuable transit point

Special Skills (The Rift)

In the rift of the dungeon where you must proceed without using Spells or base Recovery Perform Preparation, As it is a base, make sure to recover and replenish your items he thoroughly. Make your preparations before moving forward!

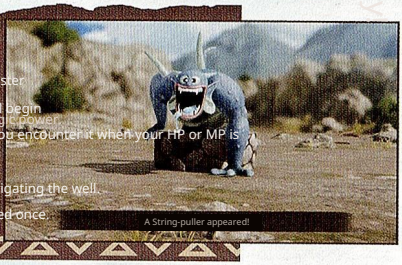
Result

NEW GUIDE! Dora

WORLD: Be careful when investigating wells

When investigating a well, occasionally a monster Occasionally appear called Well Wisher will appear and a battle will begin Battle. There is a possibility. Since it is a somewhat tough enemy, if you encounter it when your HP or MP is Hit points and Magic Power low, you might find yourself in a pinch. Be cautious State and make sure you are in a state ready for battle before investigating the well.

Once you have investigated it. It will not appear in a well that has been checked once.

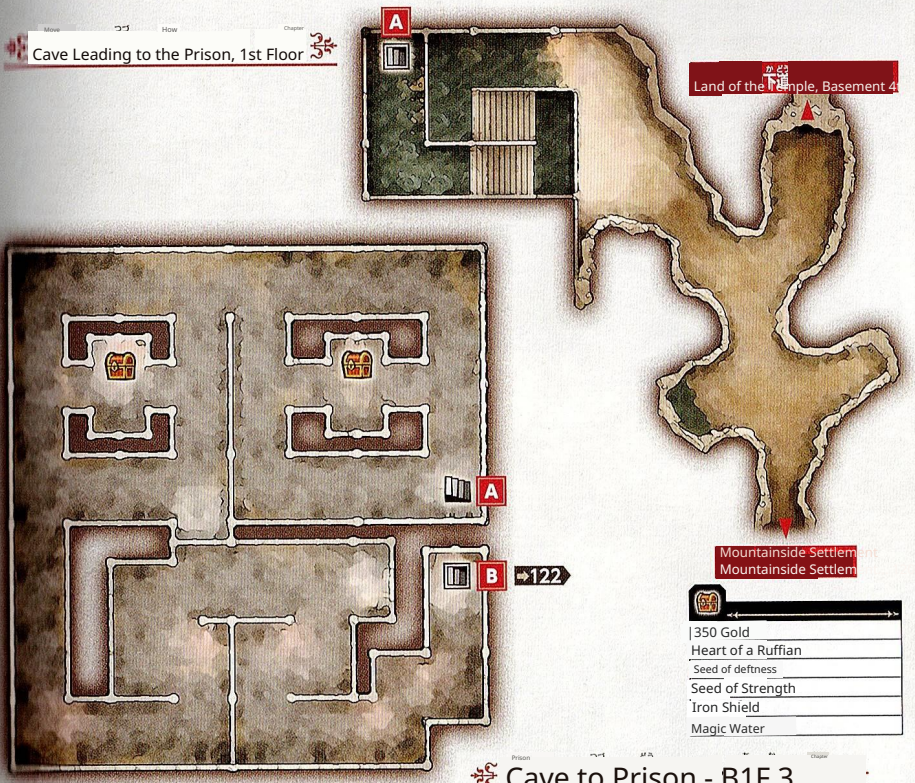


Base: Cave Leading to the Prison (Past)

Map Location

None | 1 | 0 | 6 | No Key: 6 Magic Key: 0 | Thief's Key 0 Ultimate Key 0

Cave Leading to the Prison, 1st Floor



Cave to Prison - B1F 3

MONSTER LIST

Monster List

Chimaera — 扇系
HP 64 | MP 28 | EXP 74 | G 36
Chimaera Wing

Smile Rock — Material Family
HP 80 | MP 20 | EXP 72 | G 42
Life Stone

Mud Mannequin — Material Family
HP M | EXP | G
57 20 44 26
Plain Clothes

Walking Corpse — Zombie Family
HP 68 | MP 15 | EXP 31 | G 25
Antidotal Herb Medicinal Herb

Slime Knight (Slime Family)
HP M | EXP | G
37 28 33 35
Medicinal Herb

Bickley Satan (Jumping Jackal) — Demon Family
HP 40 | MP 15 | EXP 34 | G 30
Antidotal Herb

Scorpion Armor — Nature family
HP 54 | MP 18 | EXP 69 | G 33
Seed of Resilience

She-slime — Slime Family
HP 35 | MP 0 | EXP 20 | G 19
Medicinal Herb

Buchuchunpa — Nature Family
HP | MP | EXP | G
54 20 46 28
Medicinal Herb Magic Phial

Restless Armour — Material Family
HP 98 | MP 35 | EXP 50 | G 53
Antidotal Herb

Dancing Needle — Nature Family
HP 59 | MP 20 | EXP 67 | G 40
Medicinal Herb Poison Needle

Healslime Slime Family
HPG | MP | EXP
30 22 28 20
Seed of Magic

Cave to the Prison - B2F

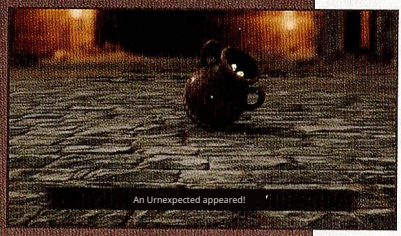
NEW WORLD GUIDE

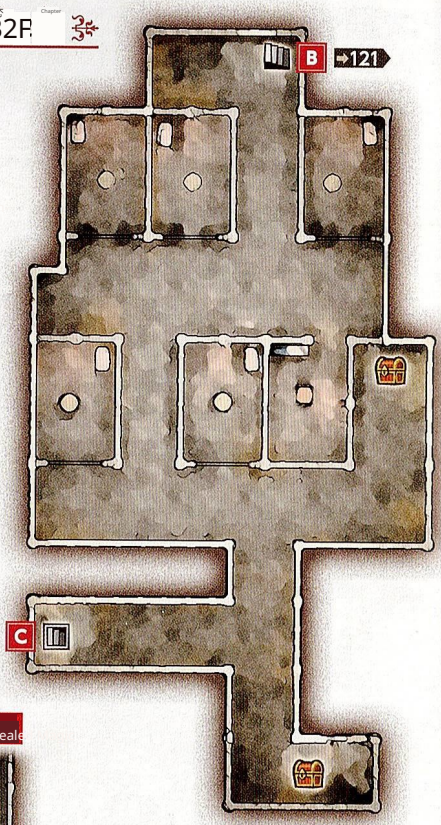
Mimics a pot

Beware of monsters!

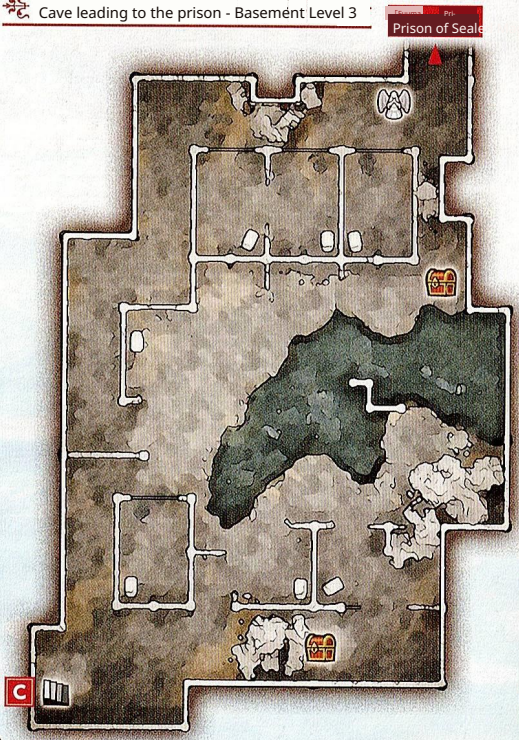
Monsters like Frighturns and Urnexpecteds may
-geons.

Do not let your guard down when inspecting pots
and make sure you are ready to fight. It seems th
in the cave leading to this prison.





Cave leading to the prison - Basement Level 3



NEW WORLD GUIDE

"The Mirror

WORLD: The relationship between the movable mirrors a

What is the relationship between the m

Near the mysterious device located in
the upper levels of the Prison of Sealed Magic, wi
laser beam
laser beam and movable mirrors. It seems
that by moving the mirrors, you can direct
laser beam
the beam to any location you desire...?

Tips Map Location

Past: Underground Path to the Temple

None	1	0	6	No Key: 6 / Magic Key: 0	Thief's Key 0 / Ultimate Key 0

MONSTER LIST

Monster List

Orc — Beast Family

HP	MP	EXP	G
100	32	58	36

Medicinal Herb — Iron Spear

Chimaera — Bird Family

HP	MP	EXP	G
64 28 74			36

Chimaera Wing

Scorpion Armor — Nature Family

HP	MP	EXP	G
54 18 69			33

Seed of Resilience

Restless Armour — Material Family

HP	MP	EXP	G
98	35	50	53

Antidotal Herb

Straw Mouse — Beast Family

HP	MP	EXP	G
74 32 75 44			

Leather Hat

Smile Rock Material Family

HP	MP	EXP	G
80	20	72	42

Life Stone

Slime Knight (Slime Family)

HP	MP	EXP	G
37 28 3335			

Medicinal Herb Cypress Stick

She-slime — Slime Family

HP	MP	EXP	G
35	0	20	19

Medicinal Herb

Dancing Needle — Nature Family

HP	MP	EXP	G
59	20	67	40

Medical Herb — Poison Needle

Bickley Satan (Jumping Jackal) — Demon Family

HP	MP	EXP	G
40	15	34	30

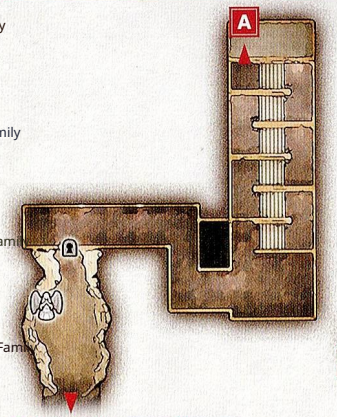
Antidotal Herb

Healslime Slime Family

HP	MP	EXP	G
30	22	28	20

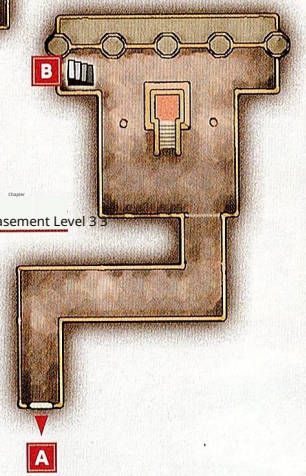
Seed of magic

Underground Path to the Temple - B4F 35



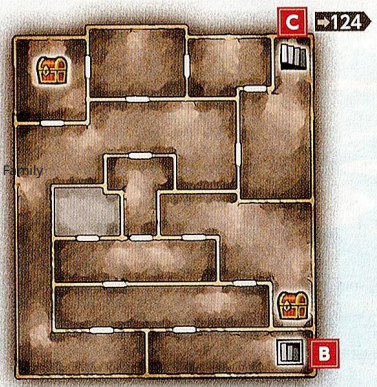
Cave Leading to... - 1F ...121

Underground Path to the Temple - Basement Level 3 3

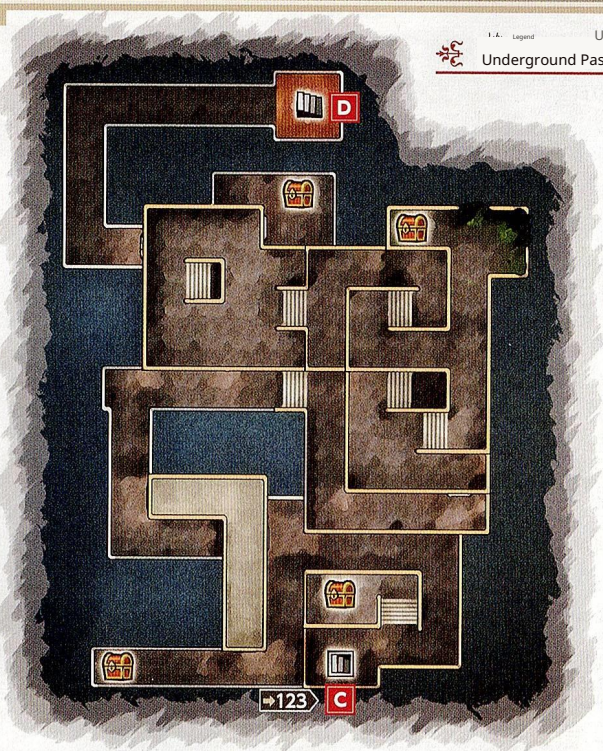


450 Gold
Prayer Ring
Seed of Agility
Cautery Sword
Holy Lance
Magic Water

Underground Path to the Temple - B2F 3



Underground Passage to the Temple - B1F



NEW GUIDE! WORLD

You can obtain Seeds of Proficiency

Somewhere in the Colosseum, if you use it A Seed of Mastery that raises your job rank by 1 can be obtained. It is a very valuable item, so make sure not to forget to collect it. Of course, it's recommended to use it after mastering a class.

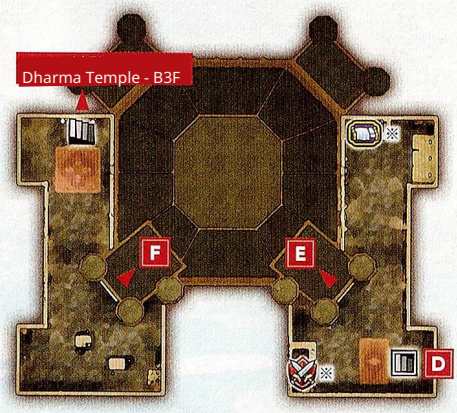
VAVA

Great Temple

Underground Passage to the Temple - Colosseum 13

Great Temple

Underground Path to the Temple - Coliseum ② 35



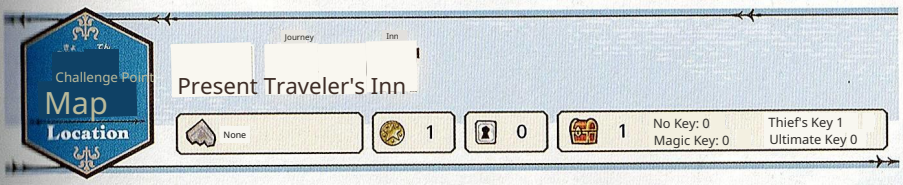
Steel Sword	2400	Attack+30
Steel Fang	2200	Attack +32
Staff of Slumber	2000	Attack +18 Magical Might +22
• When used in battle, it puts one enemy to sleep		
White Shield	980	Defence +19 Guard +6%
• Reduces fire damage by 10%		
Cloak of Evasion	2000	Defence +28 Evasion +10%
Iron Helmet	800	Defence +16

NEW GUIDE! WORLD

The facilities of the WORLD Colosseum are Limited Time

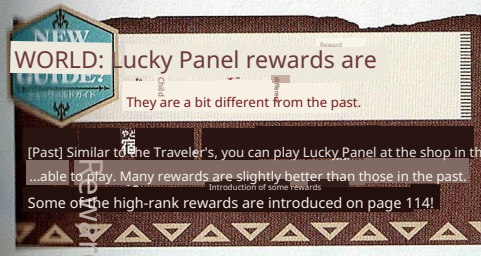
The facilities within the Coliseum exist only until Formidable enemies the tough battle in the Duel Arena. Use them to prepare for the fight. Additionally, although there are restrictions, you will also be able to chang

*Available only during a certain period of the



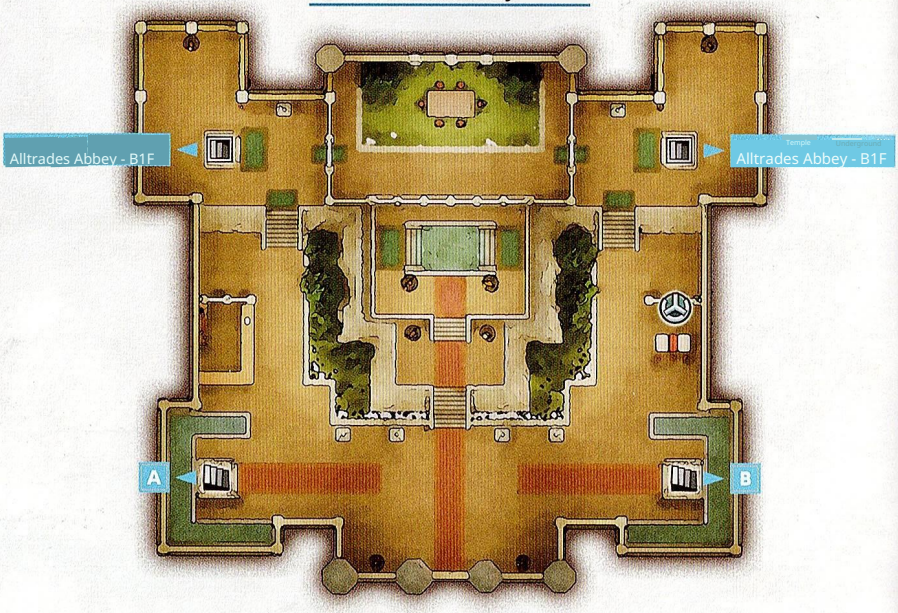
Ear Band	1300 Def+19 M.Atk+9 M.Heal+10 Cha+19
Slime Earrings	400 Def +5 Cha +10
Medicinal Herb	16
Note: Med	48
Antidotal Herb	20

Mini Medal

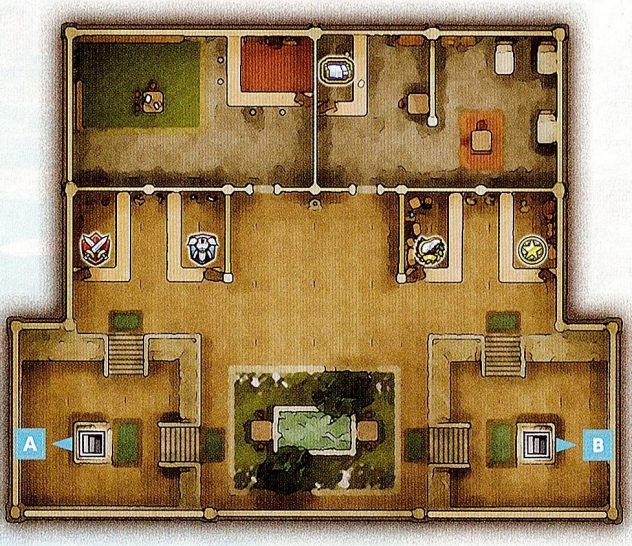


Great Temple

Alltrades Abbey - 1F 3



★ Dharma Temple 2nd Floor 3



Steel Sword	2400	Attack+30
Iron Axe	2800	Atk+38 Crit+3%
Steel Fangs	2200	Attack +32
Edged Boomerang	3000	ATK +26
Staff of Sleep	2000	ATK+18 Magical Might+22 Magical Mending+12

When used in battle, it puts one enemy to sleep

White Shield	980	Defence +19 Guard +6%

Reduces fire damage by 10%

Magic Vestment	2600	Def+24 Magical Might+15 Magical Mending+15

Reduces all elemental damage by 18%

Cloak of Evasion	2000	Def+28 +18%

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort Bulb	30
Holy Water	30

NEW GUIDE!

WORLD "Change Vocations Anywhere" becomes available!

World Guide [Present] Dharma

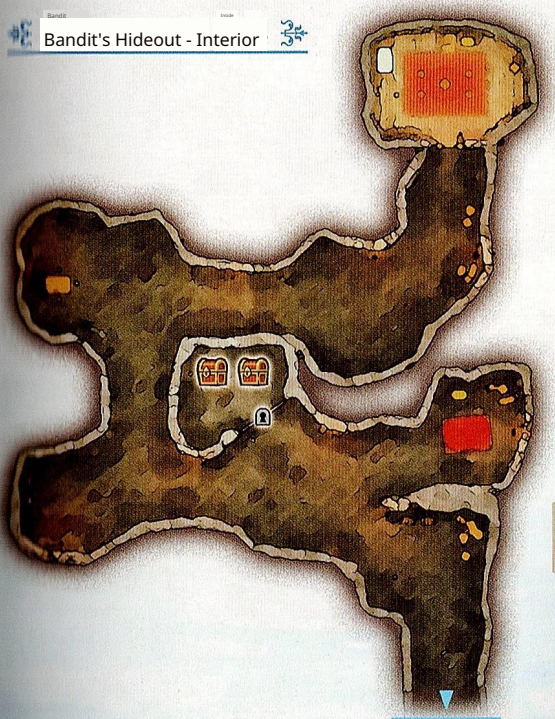
High Priest of the temple. Mirekka, and you will receive the Dharma Crystal. When you use this, going to the Dharma Temple is not needed to change classes. 'Change Classes Anywhere' becomes possible. Short It will be automatically registered to the shortcut.

Base Map Location

Present: Great Bandit's Hideout

Mysterious Fragment 1 | 0 | 2 | No Key 2 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Bandit's Hideout - Interior



Bandit Heart
Mini Medal

NEW Treasure Chest

WORLD The room with the treasure chest's

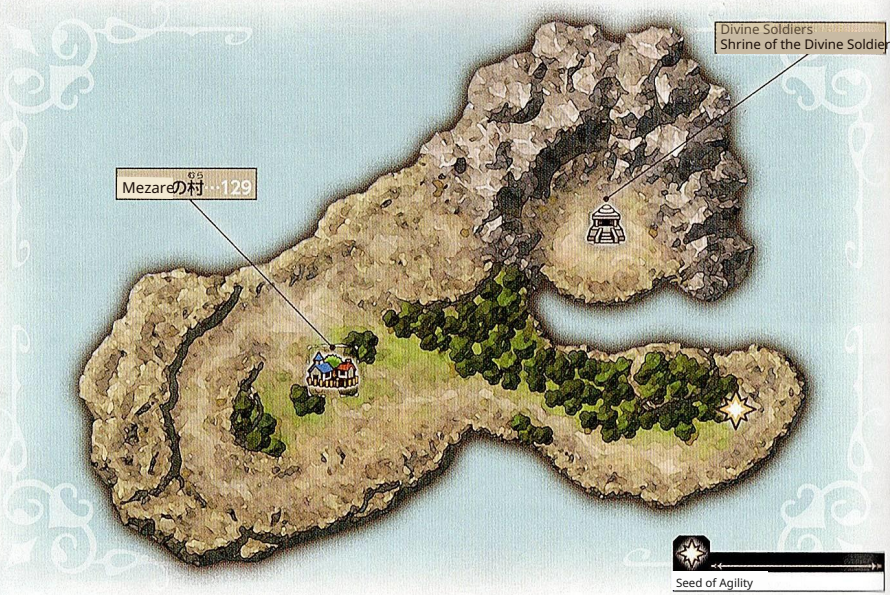
How to open the door?

The room in the center of the map where the treasure chest is placed is locked. It seems the key is somewhere in this bandit hideout. It seems like Try to search every nook and cranny of the place.

Bandit's Hideout

surroundings
Vicinity Map
Region

surroundings
It is
Present Day: Mezare Region



Challenge Point
Map
Location

God Soldier
Present Day: Shrine of the Divine Soldiers

Mysterious Fragment
1
0
0
No Key 0
Thief's Key 0
Magic Key 0 Ultimate Key 0

God Soldier
Shrine of the Divine Soldiers

NEW
WORLD GUIDE
ニューワールドガイド

God Soldier
How to get to the Shrine of the Divine Soldiers?

Surroundings
Immediately after the island around Mezare appears, th
cannot be entered from either land or sea,
Means Story
and there is no means to get there. However, you will be able
to go there by using an item obtained by progressing
Visit
through the story of Mezare Village. First, let's try visiting Mezare Village

Gathering Point
Map
Location

Present: Mezare Village

Mysterious Fragment Blue 2 | 0 | 10 | No key 8 | Magic Key 0 | Thief's Key 2 | Ultimate Key 0

Mezare Village

*Appears depending on the progress of the story.

Fire Claws	8000	Attack +53 Crit +5%
Attacks 1 enemy with a large fireball when used in battle. • Weapon attacks become fire-elemental.		
Seed Fan 4100 Attack +22 Charm +39	4100	
6% chance to confuse the enemy when attacking.		
White Shield 980		Defence +19 Guard +8%
Reduces damage taken by		
Horned armour	2400	Defence +33
Iron mask	2100	Defence +25
Medicin	16	
Medicinal herb	48	
Antidotal herb	20	
Moonwort bu	30	

Seed of Life
Mini medal
Dragon shield
Beast fang
Magic carpet
Magic water
Seed of magic
(Empty)

NEW GUIDE

Residents Story

WORLD First, let's go around and talk to the residents

World Guide [Present] Appears around Dharma and at the same time, with absolutely no information

since you will be going without any information, first let's gather information by talking to various people. Then, in addition to the origin of Mezare Village,

Information gathering Village Origin

How many times Character

Hearing stories over and over about a certain precious item and the person who possesses it will likely be the case. Meeting that person might cause something to happen.

Character

Vicinity Map

Region

Past: Around the Desert

A vast desert region inhabited by the Desert People. Upstream of the Nyra Falls stands the Statue of the Demon King.

- Life Stone
- Turban
- Seed of Strength
- Seed of magic

MONSTER LIST

Monster List

Orc — Beast Family

HP	MP	EXP	G
100	32	58	36

Medicinal Herb — Iron Spear

Straw Mouse — Beast Family

HP	MP	EXP	G
74	32	75	44

Leather Hat

Lionhead Beast Family

HP	MP	EXP	G
284	35	146	78

Strength Ring

Chimaera — Bird Family

HP	MP	EXP	G
64	28	74	36

Chimaera Wing

Slime Knight Slime family

HP	MP	EXP	G
88	30	36	38

Slime Clothes

Great Sabrecat (Beast Family)

HP	MP	EXP	G
136	32	113	50

Iron Claw

Dancing Needle — Nature Family

HP	MP	EXP	G
59	20	67	40

Medicinal Herb — Poison Needle

Scorpion Armor — Nature Family

HP	MP	EXP	G
54	18	69	33

Seed of Resilience

Pit Viper (Dragon Family)

HP	MP	EXP	G
72	18	86	40

Moonwort Bulb

強 Dancing Needle - Strong

Nature Family 161

Cactiball Heart
Reflects 100% of the damage taken from physical attacks

Gathering Point

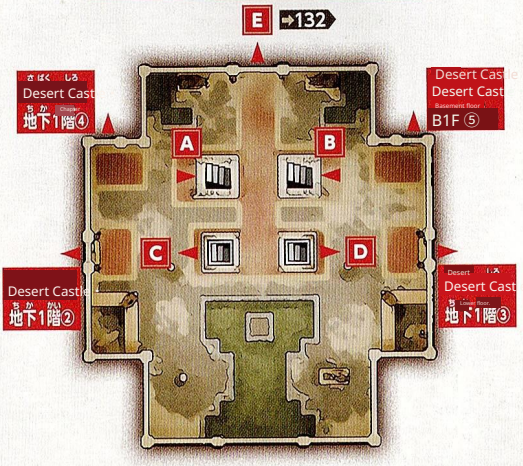
Map Location

Past Desert Castle

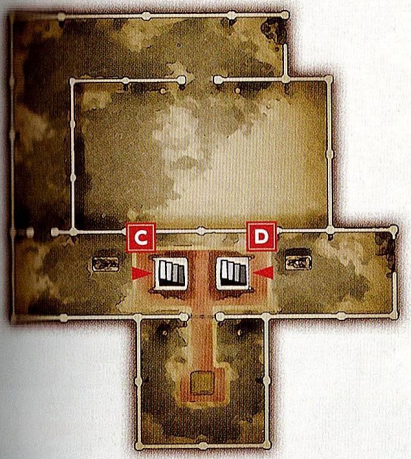
Mysterious Fragment | 1 | 0 | 3 | No Key 3 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Desert Castle - 1F 3

Desert Castle - B1F ①



Desert Castle B2F 3



Gold Bracelet
Silk Bustier
Mini Medal

NEW GUIDE! WORLD When you first arrive

Monsters are appearing, but...

For a while after your first visit to the Desert Castle, monsters will be ... the map outside the building. The Urnexpec... around the desert ... ted and other monsters not found around the desert are also presen... ... Advancing the story ... Inside the Castle ... able enemies ... er, once you advance the story and win the battle against the formi... ... appear ... monsters will no longer appear.

MONSTER LIST

Monster List

Urnexpected — Material Family

HP	MP	EXP	G
110	55 82 48		

Seed of Magic

Chimaera — Bird Family

HP	MP	EXP	G
64	28	74	36

Chimaera Wing

Pit Viper (Dragon Family)

HP	MP	EXP	G
72	18	86	40

Moonwort Bulb

Undeadman (Zombie Family)

HP	MP	EXP	G
78	20	90	30

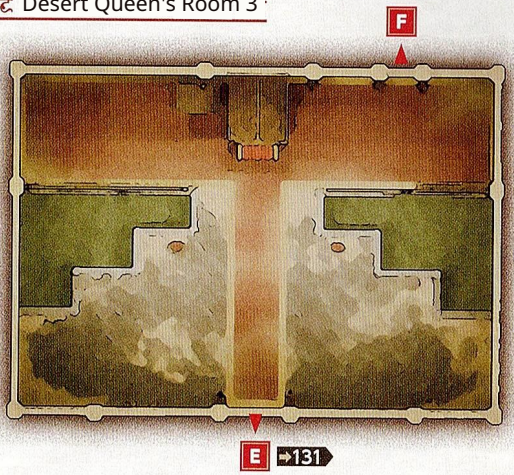
Iron Shield

Great Sabrecat (Beast Family)

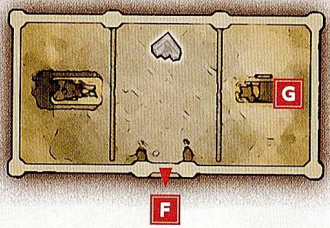
HP	MP	EXP	G
136	32	113	50

Iron Claws

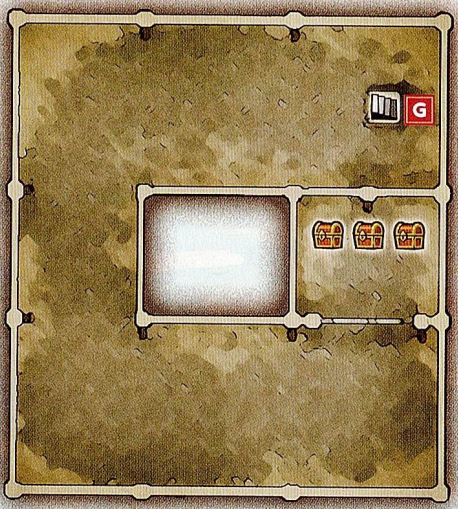
Desert Queen's Room 3

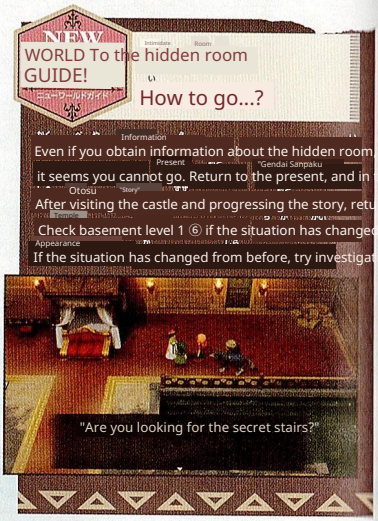


Desert Castle - B1F ⑥



Desert Castle - Hidden Room 35

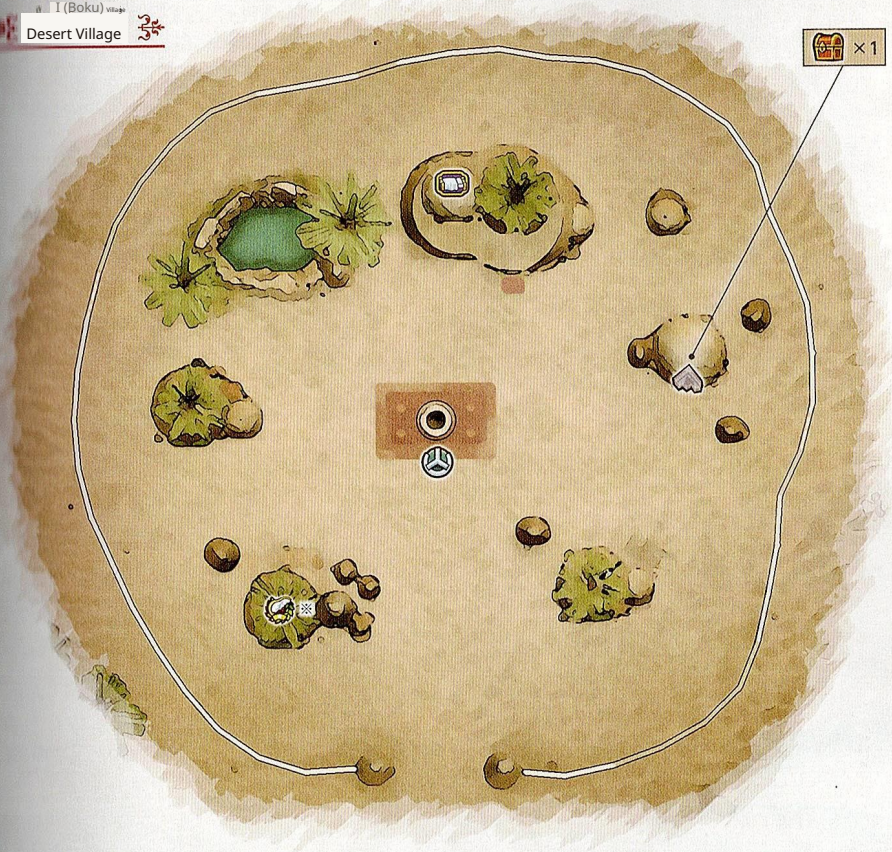




Past Desert Village

Mysterious Fragment 1 | 0 | 1 | No Key 1 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Desert Village



Appears and becomes available as the stor

Rune Staff

※	
Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Holy Water	30

NEW

WORLD: You cannot enter the village immediately upon arriving in the desert

GUIDE! It is treated as [Past] Desert

Conversely, when visiting for the first time immediately to the Desert Village

Even if you go, they will be on guard and won't let you in

...cannot. First, let's try going to another place. To create an opportunity to enter the village somewhere

Could there be such a person...?

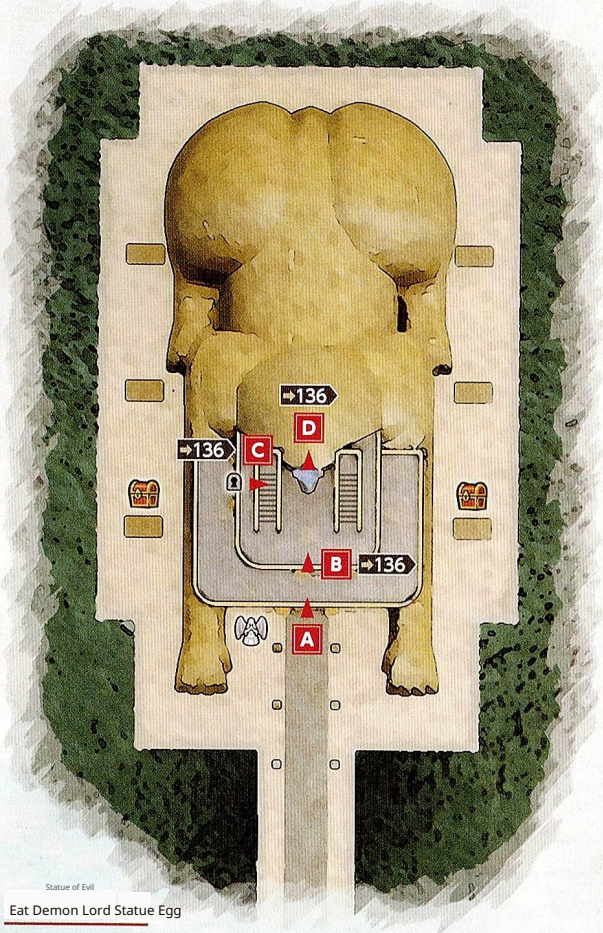
"In any case, right now strangers into this village cannot be allowed to enter.

Hints Map Location

過去 Statue

Demon Lord Statue

None | 1 | 0 | 9 | No Key 9 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0



Statue of Evil

Eat Demon Lord Statue Egg

MONSTER LIST

Monster List

Urnexpected — Material Fam

HP	MP	EXP	G
110	55	82	48

Seed of Magic

Undead Man Zombie Family

HP	MP	EXP	G
78	20	90	30

Iron Shield

Chimaera — Bird

HP	MP	EXP	G
64	28	74	36

Chimaera Wing

Scorpion Armor — Nature Famil

HP	MP	EXP	G
54	18	69	33

Seed of Resilience

Smile Rock — Material Fami

HP	MP	EXP	G
80	20	72	42

Life Stone

Lionhead Beast Family

HP	MP	EXP	G
284	35	146	78

Strength Ring

Weretiger — Humanoid fa

HP	MP	EXP	G
156	50	108	42

Rabbit's Tail

Laughing Bag — Material Fami

HP	MP	EXP	G
93	30	90	50

Plain Clothes

- Assassin's Dagger
- Mercury's Bandana
- Jaguar Mage Heart
- Seed of Agility
- Mini Medal
- Magic Water
- Kamikaze Bracelet
- Fairy Sword
- (Cannibox)

NEW GUIDE! ニューワールドガイド

Treasure chest

WORLD There are treasure chests that cannot be taken...

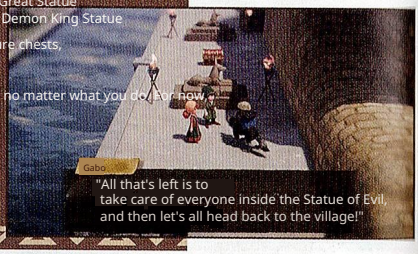
Both sides of the Great Statue
On both sides of the Demon King Statue
Treasure chest
There are two treasure chests,

Obstacle

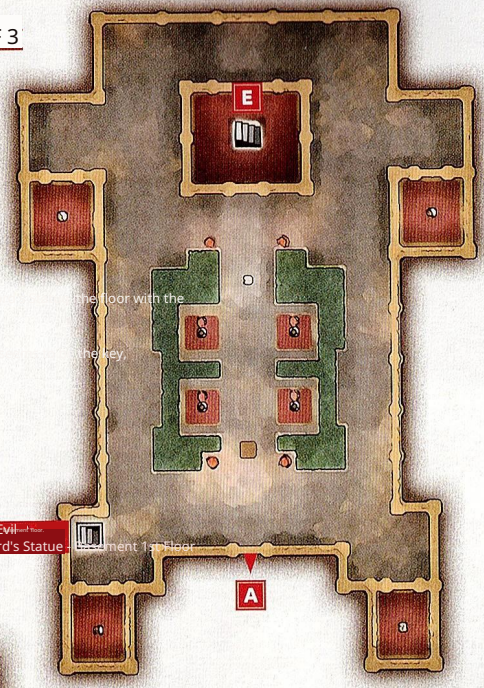
but there are obstacles, and it

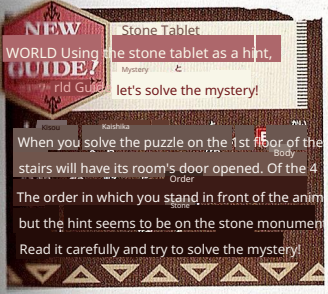
doesn't look like they can be reached no matmatter what you do. For now,

let's give up and head inside. If the Statue of Evil were to crumble, we might be able to get them, but will such a time ever come...? A



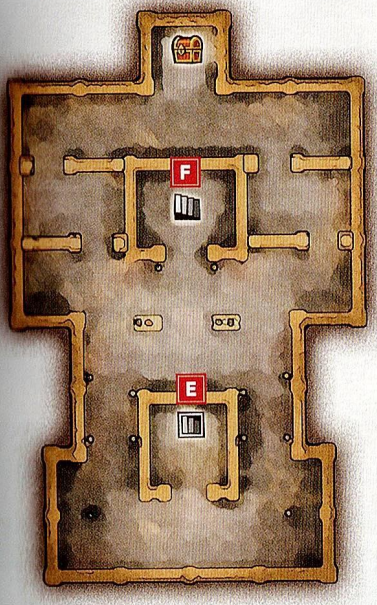
Statue of Evil
Chapter
Statue of Evil - 1F 3



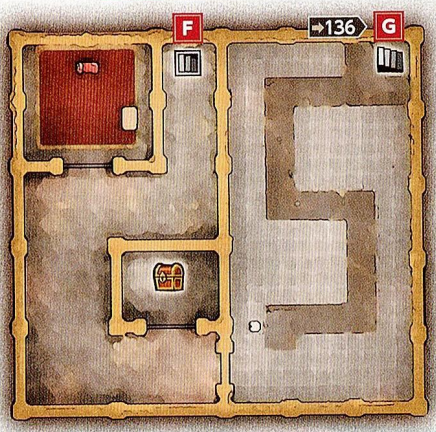


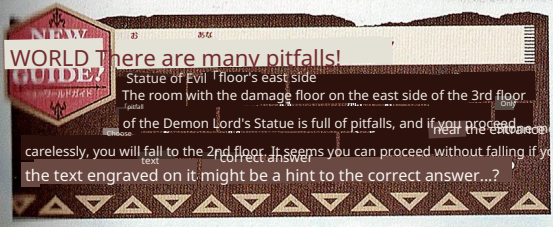
Statue of Evil
Demon Lord's Statue - 2nd Floor

Statue of Evil
Demon Lord's Statue - Basement 1st Floor



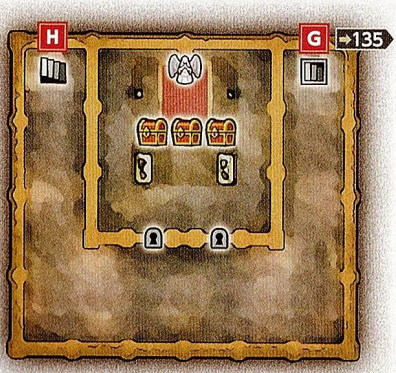
Statue of Evil
Chapter
Demon Lord's Statue - 3rd Floor 3





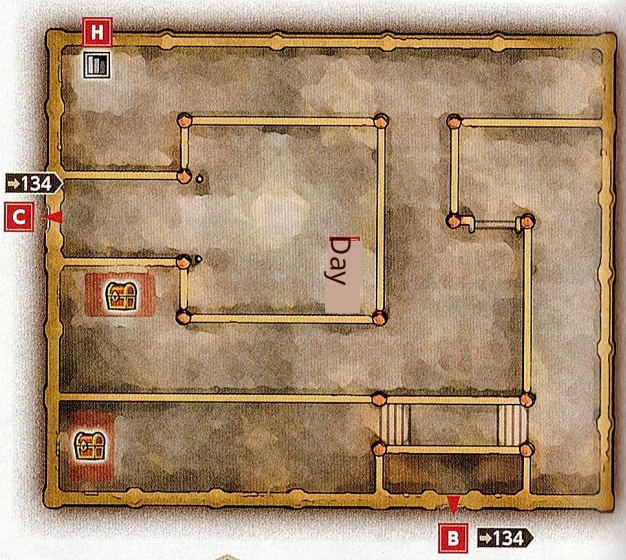
Statue of Evil Chapter

Demon King Statue 4th Floor 3



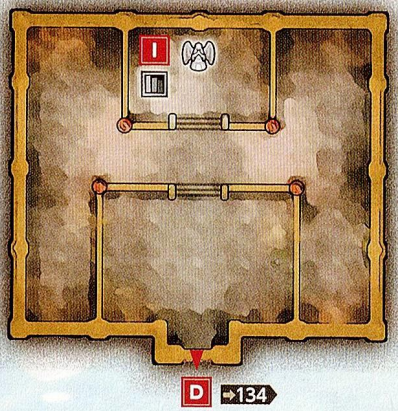
Statue of Evil Floor

Demon Lord Statue - 5th Floor



Statue of Evil かい

Demon Lord Statue - 6th Floor 3



NEW GUIDE!

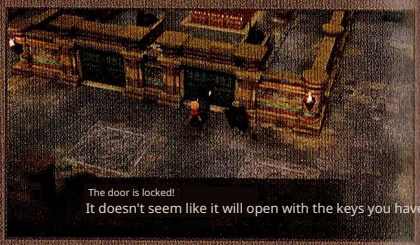
WORLD If there is a door that won't open

Let's search for the key

Encounter

If you encounter a locked door that you cannot pass through, you must have forgotten to obtain the key somewhere. Let's backtrack a little and search. Is there anyone who might have it...?

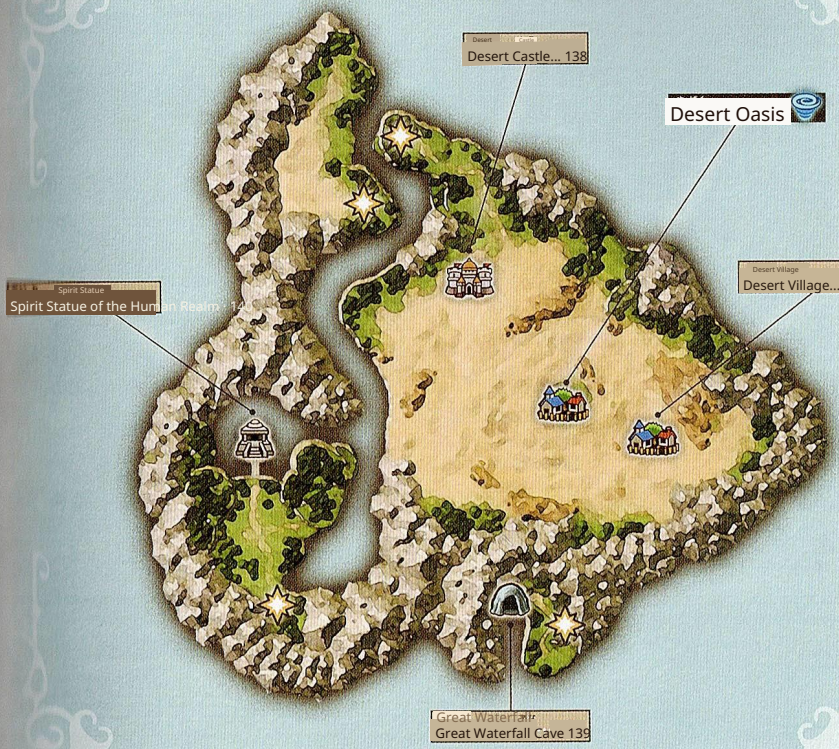
Character



Vicinity Map

Region

Present Day: Desert Surroundings



- Seed of Life
- Antidotal herb
- Seed of Stre...
- Seed of Ag...

NEW WORLD GUIDE

WORLD: There is a travel gate in the Desert Oasis

Desert — Near the center — Desert

As for the desert oasis located near the center of the desert, nothing in particular happens when you first arrive.

Travel Gate — Temple — Floor? — Journey

The travel gate here is connected to the Yellow Travel Gate on the 1st floor of the Mysterious Temple.

Since you have "Roola", it might seem like there's not much use for it, but there may come a time when it proves useful so keep it in the back of your mind. First, from the barrels and blue sparkles, make sure to obtain items.

Corner of the mind

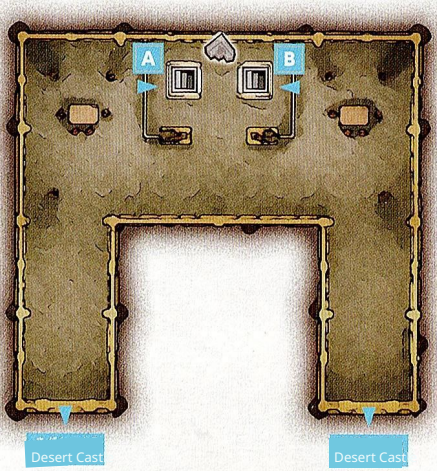
Obtain

Gathering Point Map Location

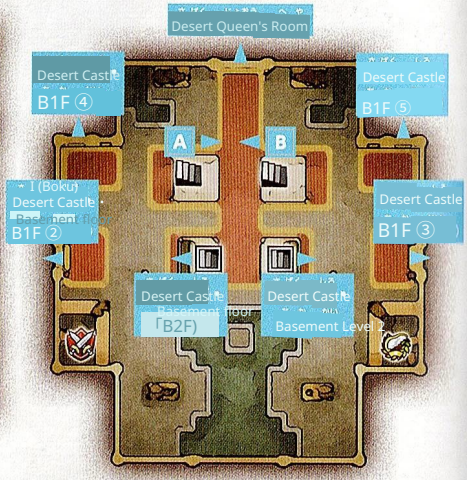
Present Desert Castle

Mysterious Fragment 2 | 0 | 2 | No Key 2 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

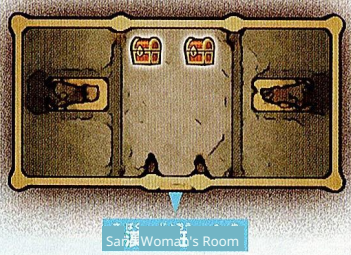
Desert Castle - 1F 3



Desert Castle - Basement 1st Floor ①



Desert Castle・B1F ⑥ 3



Royal Armor	
Mini Medal	

Chain Cross	3200	Attack +38
Bronze armor	1650	Defense +28
Iron cuirass	2400	Defence +33
Iron mask	2100	Defence +25

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Chimaera wing	25
Holy water	30

NEW GUIDE! World Guide

Treasure chest

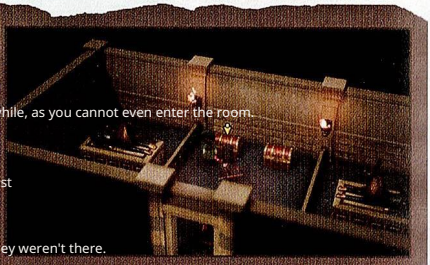
WORLD When can the treasure chests be opened...?

Modern Desert

[Present] The chest on the first basement floor of the Desert Castle cannot be reached for a while, as you cannot even enter the room. You will only be able to obtain it much later in the story. Until that time comes, just forget about it for now.

Treasure chest

Also, there are a total of six treasure chests on the third basement floor of the Desert Castle, but it seems impossible to obtain them. Don't worry about them and just leave them be as if they weren't there.



Gathering Point
Map Location

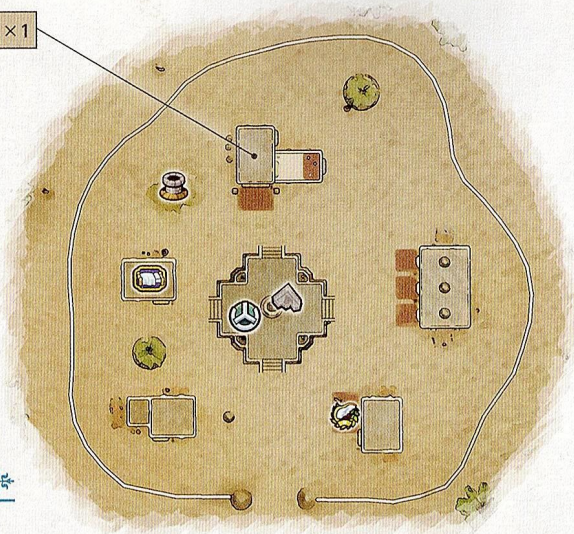
Present Day Great Desert Village

Mysterious Fragment Gr… 1 | 0 | 1 | No Key 0 | Magic Key 0 | Thief's Key 0 | Ultimate Key 1

Mini Medal

×1

Strong Me…	16
Antidotal herb	48
Moonwort B…	20
Isui	30



Desert Village

Gathering Point
Map Location

Present Day Great Waterfall Cave

Mysterious Slate - Gold 0 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Inside the Great Waterfall Cave

Staff of the Roaring Sea

NEW GUIDE!

WORLD At the beginning, there are only bones

but...

Initially, there are bones inside the waterfall cave.

Advancing the story

However, as you progress through the story,

orange sparkles will appear there instead of bones.

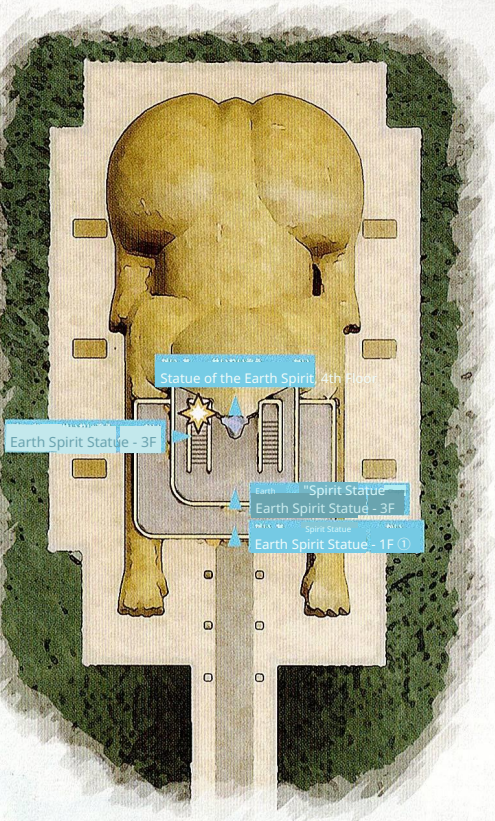
* Appears and becomes obtainable as the story progres…

Base Map Location

Present Day: Statue of the Earth Spirit

None | 1 | 0 | 1 | No Key 1 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Statue of the Earth Spirit 3



NEW GUIDE! New World

WORLD: For a while, you cannot go underground

Cannot go

The Statue of the Earth Spirit. "You will be able to go to the Statue of the Earth Spirit once you have obtained a means to cross the river. However, the Earth Spirit will not appear until the story progresses.

You cannot enter 1F ② and the B1F beyond it. Let's advance the story until the time comes.

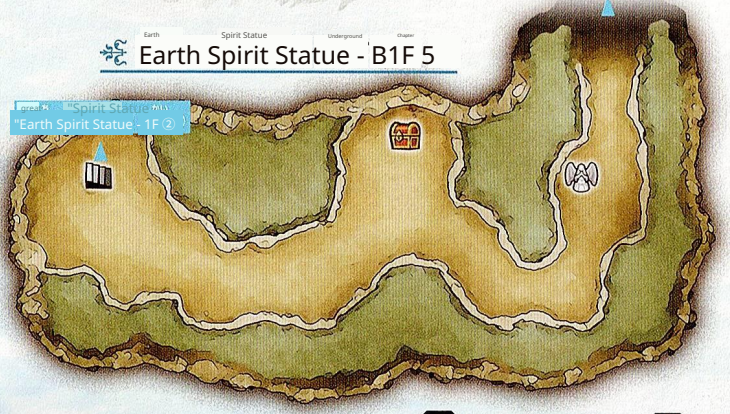
Advancing the story

Furthermore, not only is the timing important, but entering re

It seems something related is needed. What could lie beyond B1F...?

Underground Pyramid ... 2

Earth Spirit Statue - B1F 5



Seed of Resilience

Mini Medal

Surrounding Past Hamelia Region

Map Region

It is said that a mysterious musician has been appearing in towns and villages. There is a tall tower to the north.

"Mini Medal"
- Seed of Agility
- Seed of Strength

NEW GUIDE

WORLD Undersea City is

Becomes accessible as the story progresses

During a certain period

The Undersea City located on the southwest sea appears on the field and becomes accessible only during

In the Undersea City, battles with powerful enemies...

Toru is waiting, so do not neglect your preparations before departure!

ZA Mamuma AVA Mamu

Strength

Nuchunpa - Strong

Nature Family 162

Lips Heart

"Charm at the start of battle
Increases significantly / At the start of battle
Attack power and spell potency
Decreases significantly

MONSTER LIST

Monster List

Monster	Family	HP	MP	EXP	G	Drop
Arrow Imp	Humanoid family	88	28	178	43	Moonwort Bulb, Hat of Knowledge
Straw Mouse, Beast family		HP M[illegible]XP G				74 32 75 44
						Leather Hat
Undead Man	Zombie Family	78	20	90	30	Iron Shield
Smile Rock	Material Family	80 20 72			42	Life Stone
Scarewell	Material Family	280 21 145 77				Seed of Strength
Mud mannequin	Material Family	104	38	165	38	Horse Manure
Baby Panther Beast Family		50 20 46 29				Medicinal Herb Fur Hood
Great Sabrecat (Beast Family)		136	32	113	50	Iron Claws
Brownie	Humanoid family	86	30	174	41	Strong Medicine
Lionhead Beast Family		284	35	146	78	Strength Ring

3 DRAGON QUEST VII → Past: Around Hamelia

Gathering Point
Map
Location

Past: Avon Village

Mysterious Fragment 0 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Avon Village 35

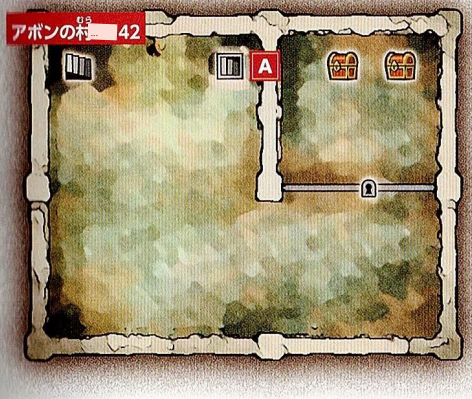
Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort Bulb	30
Chimaera Wing	25
Holy Water	30

Seed of Life

Past: Avon Tunnel

None | 0 | 0 | 2 | No Key 2 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Avon Tunnel - B1F



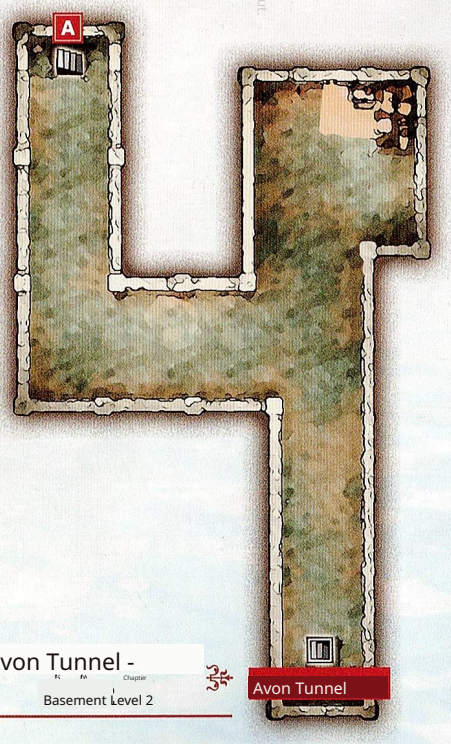
NEW WORLD GUIDE?

Treasure chest

The treasure chest, as the story progresses

In B1F of the Avon Tunnel, there is a room where a treasure chest is placed, but when you first visit, the door is closed and retrieval is impossible. As you advance the story, after a certain point, the door will open, so let's wait until then.

Rino/指
Cage Blade



MONSTER LIST

Monster List

Arrow Imp — Humanoid family

HP [illegible] EXP G[illegible]

88 28 178 43

Full Moon Drop, Scholar's Cap

Stoneman (Material Family)

HP	MP	EXP	G
320	16	279	78

Life Stone

Danbiromucho — Humanoid family

HP	MP	EXP	G
260	32	284	75

Copper Sword

Mud mannequin — Material Family

HP	MP	EXP	G
104	38	165	38

Horse manure

Weretiger — Humanoid family

HP	MP	EXP	G
156	50	108	42

Bunny Tail

Avon Tunnel - Basement Level 2

Avon Tunnel

Gathering Point
Map
Location

Past Fuzu Village

None | 0 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Fuzu Village

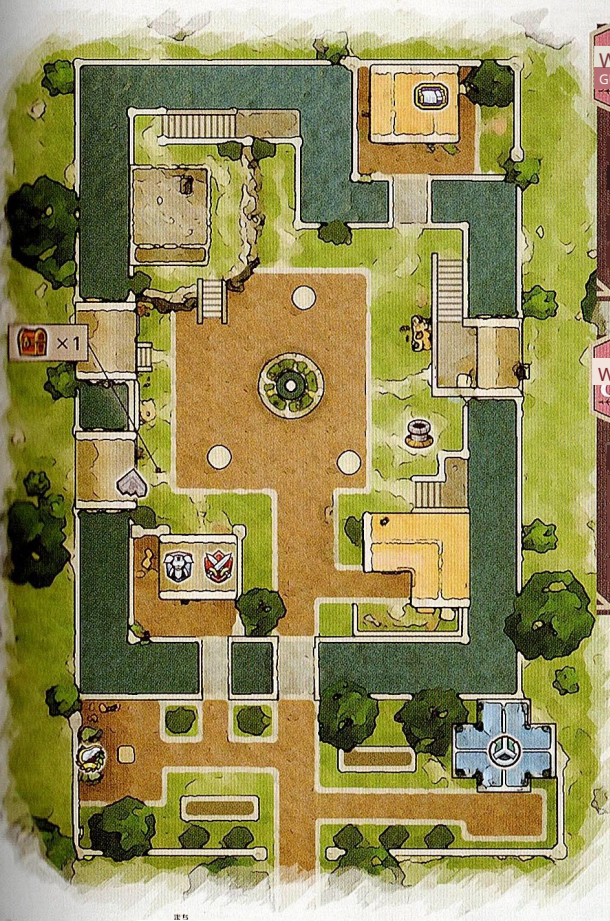
Platinum Shield	3500 Def+27 Cha+19 Guard+7%	
• Reduces fire damage by 5%		
Pirate Clothes	2800 HP+5 Def+32 Deftness+20	
Tortoiseshell	2000 Def+40	

Battle Axe	5000 HP+20 Atk+50 Crit+5%
Morning Star	5500 Atk+46
• Deals equal damage to all enemies	

Gathering Point
Map
Location

Past Hamelia Town

Mysterious Fragment Gr 2 | 0 | 1 | No Key 1 Thief's Key 0 Magic Key 0 Ultimate Key 0



NEW
WORLD: Riding a raft
GUIDE! Navigati
Let's explore the waterways!

The town of Hamelia is surrounded by wate ays, and a portion of it can be traversed by raft. There are also items within the waterways, so try to find and board a raft at a location where you can descend to the water.

VAVA

NEW
WORLD It seems there is
GUIDE!
a treasure chamber?

According to the residents, there is a treasu hamber in this It seems there is one. There is nothing like it on the surface. Also, the mysterious slate fragments cannot be found in the tavern that indicates the locatio If so,

(indicates location

Hamelia Town 350

Mermaid Moon

Hal Axe	5000	HP+20 +50 +5
ning Star	5500	Atk+46
Deals equal damage to enemies		
Stone Staff	5400	Atk+28 M.Atk+32 M.Mend+2 +5
When used in battle, a block of ice pierces through one group of enemies		

Dolphin Shield	1600	Def+23 Sty+15 Grd+6%
Reduces ice damage by 10%		
Platinum Shield	3500	Def+27 Style+19 Block+7%
Reduces fire damage by 5%		
Pirate's Clothes	2800	HP+5 Def+32 Dex+20
Tortoise Shell	2000	Def+40

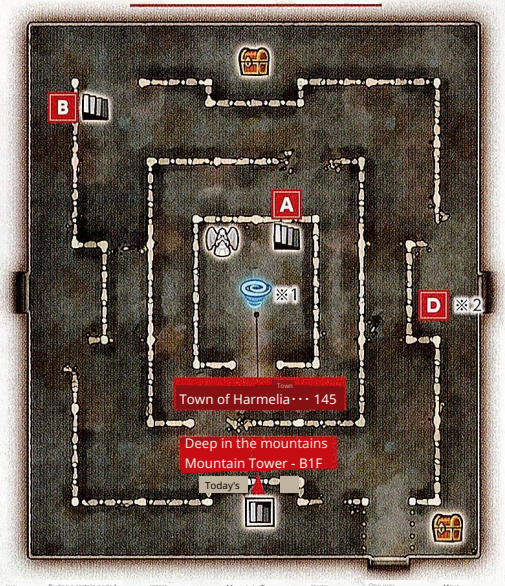
Opal	1500	MP+10 Def+5 Cha+100
	16	
Strong M ine	48	
Looks light	20	
Moonwort	30	
Isui	30	

Gathering Point
Map
Location

Past Tower in the Mountains

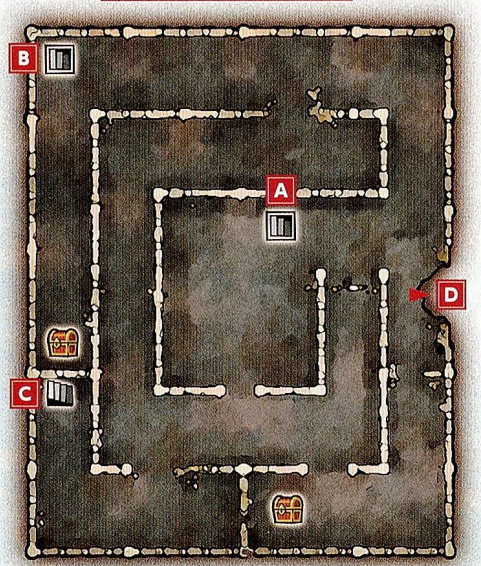
Mysterious Fragment | Red | 0 | 0 | 6 | No key 6 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Deep in the mountains — Tower in the Mountains 1st Floor 3



*1 Appears only during a certain period of the story *2 One-way from the 2nd floor of the Mountain Tower

Deep in the mountains — Tower in the Mountains 2nd Floor 3



MONSTER LIST

Monster List

Stoneman — Material Family

HP	MP	EXP	G
320	16	279	78

Life Stone

Slime — Slime Family

HP	MP	EXP	G
68	100	110	27

Medicinal Herb

Danbiromucho — Humanoid

HP	MP	EXP	G
260	[illegible]	32	284 75

Copper Sword

Dragon — Dragon Family

HP	MP	EXP	G
198	32	228	57

Iron Claws

Metal Slime — Slime Family

HP	MP	EXP	G
4	20	2010	65

Seed of Resilience — Seed of Life

Weretiger — Humanoid Vo

HP	MP	EXP	G
156	50	108	42

Bunny Tail

Laughing Bag — Material

HP	MP	EXP	G
93	30	90	50

Plain Clothes

Yggdrasil Dew	
Viking Helmet	
Magic Water	
(Empty)	

NEW GUIDE!

WORLD Just because it's a Slime, carelessness is the greatest

don't let your guard down!

The Slimes on this map, in battle during a certain number

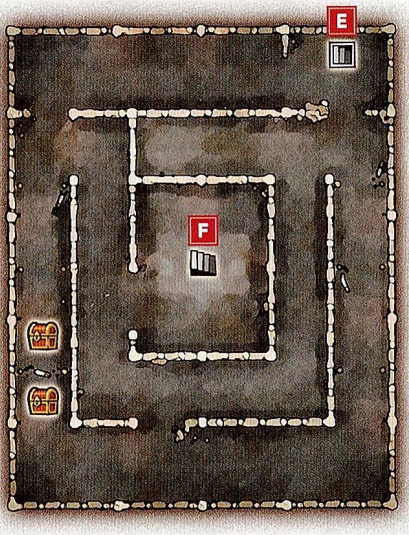
When a certain number of them gather, they fuse to become a King Slime. If you want to defeat them smoothly, use an agile character to reduce to prevent them from fusing.

Mountain Tower - 3rd Floor ①

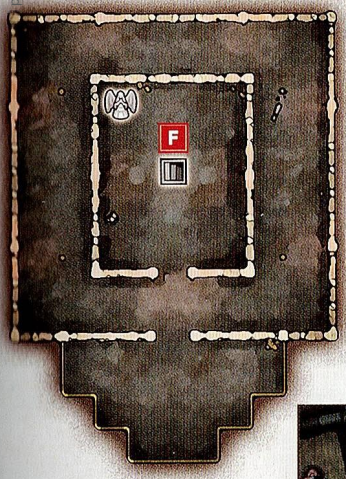
※ Can only be used during a certain period of the story

Pink Pearl	1500 MP+10 Def+5 Charm+10
Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort bulb	30

Deep in the mountains Tower in the Mountains 4th Floor 3



Deep in the mountains Tower in the Mountains 5th Floor 3



NEW WORLD GUIDE

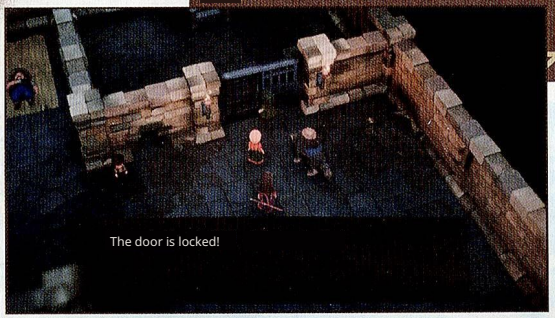
How to open the doors?

The two doors on the 3rd floor ① can be opened by operating the levers.

However, the northeast lever is on the other side of the d

If you look closely, there is a small hole in the wall, so

It looks like something small could fit through to the othe


The door is locked!

Vicinity Map
Region

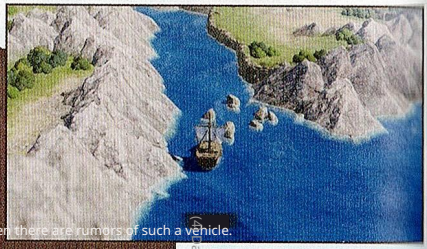
Present Day: Hamelia Region

NEW

There is something you should get before visiting WORLD

It's a good idea to obtain it beforehand.

The northwest area cannot be reached on foot or by ship. If you do not have a vehicle that can cross rivers and inland seas, you should fulfill the wish of a resident who wants to see something, from a time when there are rumors of such a vehicle.



Gathering Point
Map
Location

Present: Town of Hamelia

Mysterious Fragment (Red) 0 | 0 | 1 No Key 1 Magic Key 0 Thief's Key 0 Ultimate Key 0

Battle Axe	5000	HP+20 +50 +5%
Morning Star	5500	Atk+46

Deals equal damage to all enemies

Platinum Shield	3500	Def+27 Style+19 Block+7%

• Reduces fire damage by 5%

Pirate's Clothes	2800 HP+5 DEF+32 2000	+20
Tortoiseshell		DEF+40

Pearl	1500	MP+10 DEF+5 Style+10
Medicin	16	
Medicin	48	
Antidotal herb	20	
Golden Moon Herb	30	
Chimaera Wi	25	

Rippling Sword

Seed of Life

NEW GUIDE!

WORLD Let's take a look around the town.

World Guide

For now, let's go around the town and see how the present-day town looks.

Townspeople Dialogue

Who's Searching?

Let's go around and talk to the residents. Search for someone.

Character Information

If they are there, information about that person and other things.

There might be someone in trouble somewhere, or someone holding a valuable item.

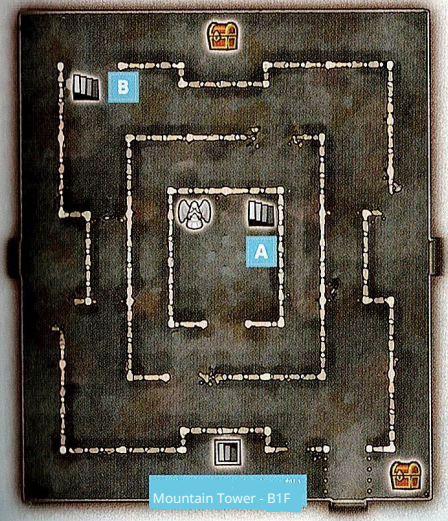
Base
Map
Location
Kamal

Present Tower in the Mountains

Mysterious Slate - Blue 1 | 0 | 6 No Key: 6 Magic Key: 0 Thief's Key: 0 Ultimate Key 0

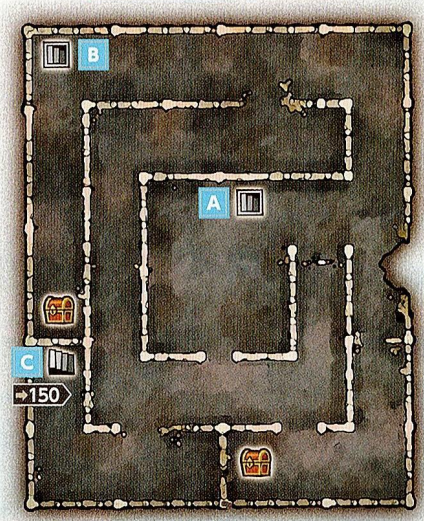
Deep in the mountains

Tower in the Mountains - 1st Floor 3

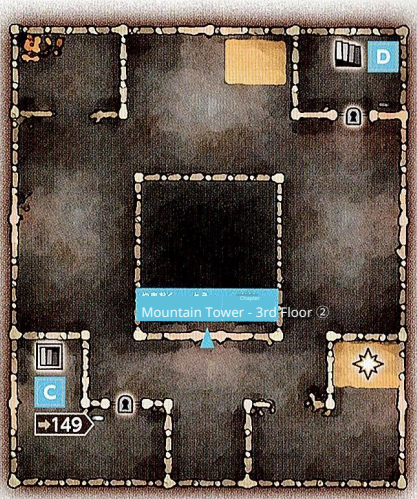


Deep in the mountains

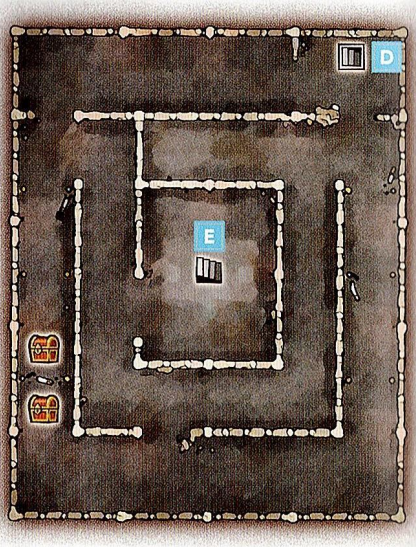
Tower in the Mountains 2nd Floor

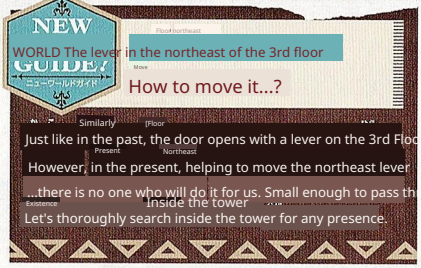


Deep in the mountains Chapter 3
Tower in the Mountains 3rd Floor

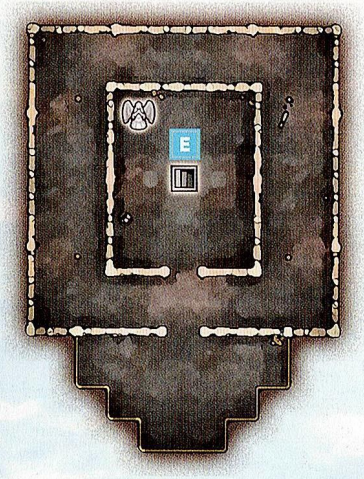


Deep in the mountains Chapter 3
Mountain Tower 4th Floor





Deep Mountain Tower
Tower in the Mountains 5th Floor 3.



MONSTER LIST

Monster List

Stoneman · Material

HP	MP	EXP	G
320	16	279	78

Life Stone

Slime · Slime Family

HP	MP	EXP	G
68 100		110	27

Medical Herb

Dashlan · Dragon Family

HP	MP	EXP	G
180	18	232	60

Seed of Agility

Dambira Mucho (Humanoid)

HP	MP	EXP	G
260 32 284			75

Bronze Sword

Dragon · Dragon Family

HP	MP	EXP	G
198	32	228	57

Iron Claws

Mud mannequin · Material Family

HP	MP	EXP	G
104	38	165	38

Horse Manure

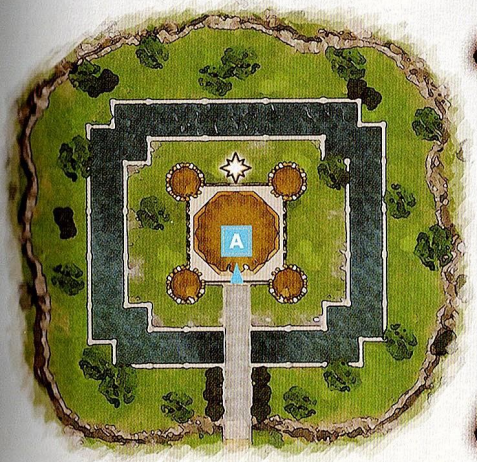
1400 Gold
Life Stone
| Elfin Elixir
| Slime Crown
Viking Armour
(Cannibox)

| Magic Water

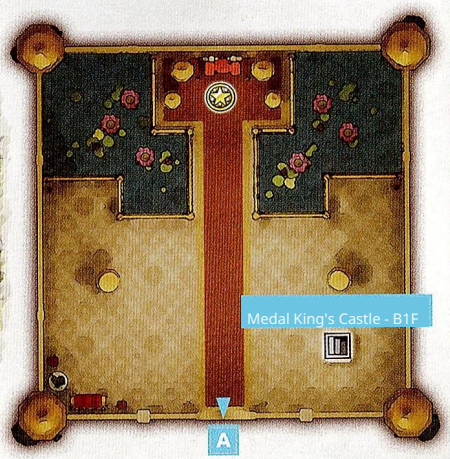
Present: Medal King's Castle

Mysterious Fragment (S... 0 | 0 | 0 | No Key: 0 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Medal King's Castle



Medal King's Castle - 1F



Seed of Resili...

NEW
WORLD GUIDE
World G...

WORLD The Medal King... the Medal Album

Will update it for you!

When you arrive at the Medal King's Castle, even if you have no Mini Medals to hand over, make sure to speak with the Medal King. The Medal King will update your Medal Album, and all the information on the reward list will be revealed!

Reward List

Here is a list of the rewards you can receive by handing over medals. You can also check it in your Medal Album.

Number of Medals	Reward	Stat Increase
6	Poison Needle	ATK+1, AGI+10% 10% chance to instantly kill the enemy when attacking
10	Kerplunk Bracelet	DEF+10 Shatters and triggers Kerplunk when the wearer runs out of HP
15	Furoshiki Mantle	DEF+33, Stle+50 Defeated enemies are more likely to drop items.
20	Magic Shield	Defense +22, Magical Might +12, Magical Mending +30 Reduces elemental damage by 5%. When used in battle, slightly increases spell resistance.
25	Seed of Skill	–
30	Thinking Cap	MP +30, Magical Might +30, Magical Mending +30 20% chance to absorb MP from incoming spel...
35	Mysterious Bolero	Defense +40, Magical Might +12
40	Lucky Pendant	Def+5 Eva+5% 20% chance to preven...
45	Liquid Metal Slime Heart	– Damage received from enemies occasionally becomes 1
50	Mysterious Fragment (Silver)	–
55	Miracle Sword	Atk+100 Style+28 • Recovers HP equal to 25% of damage dealt
60	Metal King Slime Heart	– • Increases the chance of encountering Metal-type monsters when equipped
65	Sage's Stone	–
70	Elevated Shoes	Agl+39 Cha+30 Gain 200 experience points at a time while moving.
75	Wonder Hat	Def+32 M.Might+27 • Reduces MP consumption by 25%
80	Sacred Armour	Def +110 • Recovers 100 HP each time it is their turn
90	Uber Gringham Whip	Atk+162 Cha+40 • Deals equal damage to all enemies
95	Metal King Shield	Def+75 Guard+10% • Reduces all elemental damage by 10%
100	Metal King Sword	Atk+175 • Adds +1 damage to Metal-type enemies

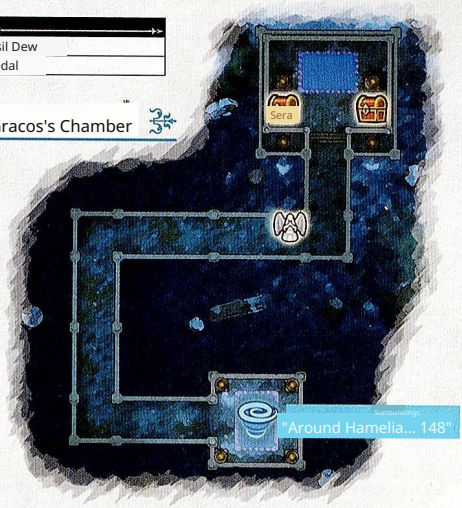
Hints Map Location

Present Day Sunken City

Mysterious Fragment Silver | 1 | 0 | 2 | No Key 2 | Magic Key ° | Thief's Key 0 | Ultimate Key 0

Yggdrasil Dew
Mini Medal

Gracos's Chamber



NEW GUIDE!

Treasure chest

WORLD: The Two Treasure Chests

To open

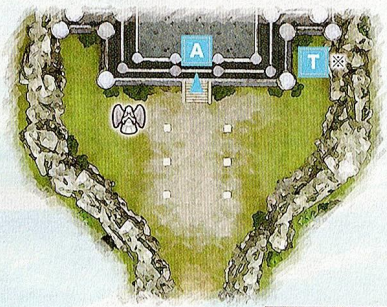
Defeated Gracos V in the innermost depths. Alone, the treasure chest cannot be opened. Defeat it. It seems that it can be opened by speaking to Gracos V after a certain point in the story. Let's try visiting if any major changes occur in the world.

Base Map Location

Present Day: The World's Tallest Tower

Mysterious Fragment Red | 2 | 0 | 20 | No Key: 20 | Magic Key: 0 | Thief's Key 0 | Ultimate Key 0

The World's Tallest Tower 3

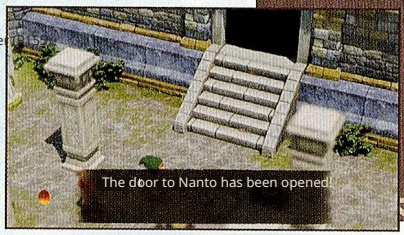


1500 Gold	Mini Medal
Life Stone	Mini Medal
Seed of Life	Seed of Strength
Pretty Betsy	Dragon Claw
Seed of deftness	Seed of magic
Staff of Divine Wrath	Magic Water
Mercury's Bandana	Seed of Resilience
Seed of Faith	Ruby of Protection
Seed of Agility	Seed of Magic
Seed of Yggdrasil	Kerplunk Bracer

NEW GUIDE!

WORLD The tower doors will not open unless the conditions are met

※ From the top of the World's Tallest Tower 1532
You can move via a one-way path.


The door to Nanto has been opened!

It seems you cannot enter the World's Talle
It seems you cannot enter the World's Talle
First, find and obtain that certain item before coming here. A hint regarding that item can be found in the Shrine of the Divine Soldier
It seems to be in the Shrine of the Divine So

MONSTER LIST

Monster List

Amanojaku — Demon Family

HP	MP	EXP	G
132	35	188	64

Magic Water / Seed of Magic

Killer Stalker (Humanoid)

HP	MP	EXP	G
144	7	207	62

Iron Axe / Seed of deftness

Silvapithecus — Bird family

HP	MP	EXP	G
180	37	209	60

Hermes' Hat

Stoneman — Material Family

HP	MP	EXP	G
320	16	279	78

Life Stone

Dashlan — Dragon Family

HP	MP	EXP	G
180	18	232	60

Seed of Agility

Rashaverak — Humanoid family

HP	MP	EXP	G
260	32	284	75

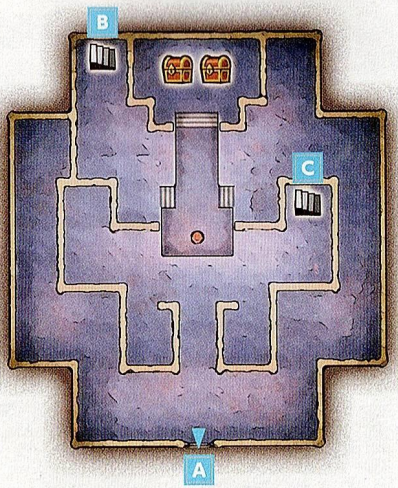
Copper Sword

Troll — Demon Family

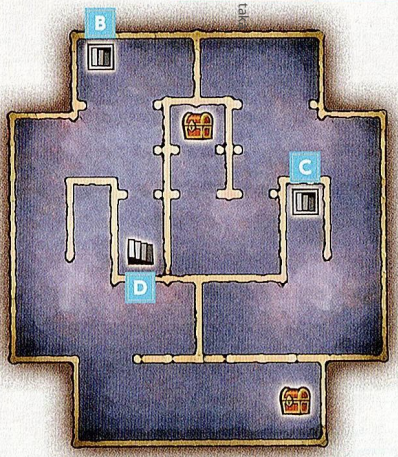
HP	MP	EXP	G
480	2	303	102

Seed of Strength

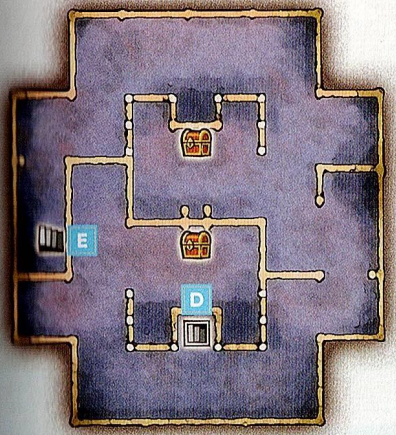
World's Tallest Tower - 1F 3

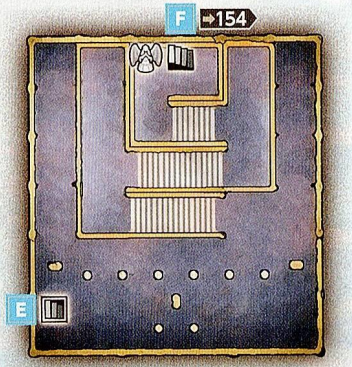


World's Tallest Tower - 2nd Floor 3



World's Tallest Tower - 3rd Floor





The Tallest Tower in the World - 4th Floor

The Tallest Tower in the World - 5th Floor

NEW WORLD GUIDE

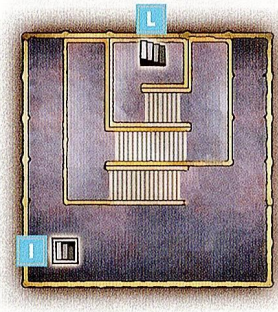
WORLD: From the 5th floor to the 9th floor

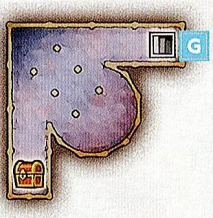
It splits into three routes

The three stairs , , and K on the 5th floor each reach the 9th floor via different routes. The shortest rou te is the middle country's stairs, but all the treasure chests to obtain, you must pass through both the 」 and K routes It is necessary to do so. If you are worried about your HP or M

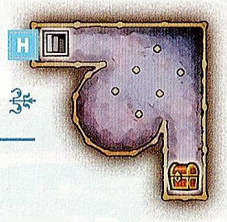
First, go to the 9th floor via the entrance, recover at the Goddess Statue and then collect the treasure chests o

World's Tallest Tower・6th Floor ① 35

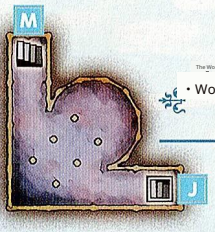




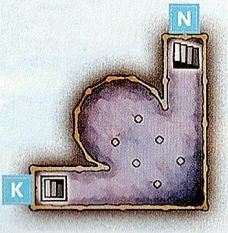
World's Tallest Tower 6th Floor ②



World's Tallest Tower・6th Floor ③

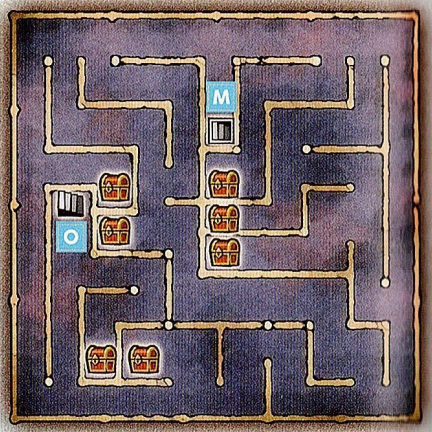


・World's Tallest Tower・6th Floor ④

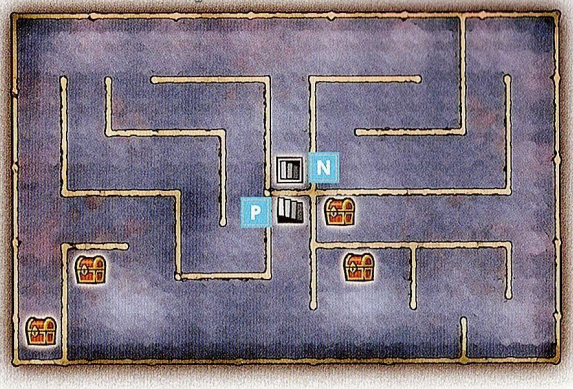


World's Tallest Tower・6th Floor ⑤

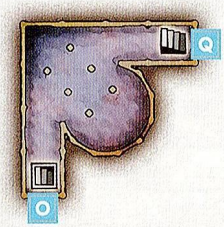
World's Tallest Tower・7th Floor ①



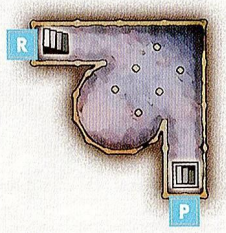
The Tallest Tower in the World - 7F ②



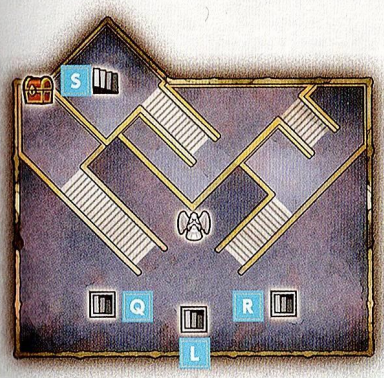
The Tallest Tower in the World - 8F ①



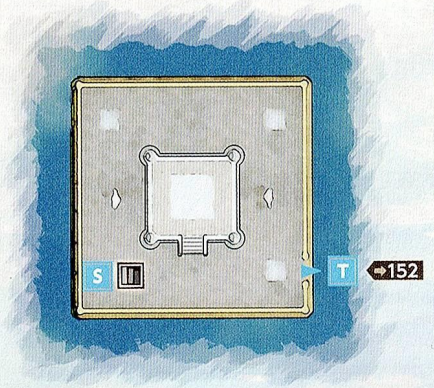
The Tallest Tower in the World - 8F ②



The Tallest Tower in the World - 9F 3



The Tallest Tower in the World - Summit 3



Vicinity Map
Region

Gray Fragment
World of the
Gray Stone Tablet

Past

Around Greenflake

Shu region

Melancholic Atmosphere Drifting Only Yes

A melancholic atmosphere drifts about, and for some reason, there is no sign of life in the only existing town...

MONSTER LIST

Monster List

Amanojaku — Demon Family

HP	MP	EXP	G
132	35	188	64

Magic Water Seed of Magic

Arrow Imp — Humanoid family

HP	MP	EXP	G
88	28	178	43

Moonwort Bulb, Hat of Knowledge

Undead Man — Zombie Family

HP	MP	EXP	G
78	20	90	30

Iron Shield

Thug — Humanoid family

HP	MP	EXP	G
310	8	220	50

Iron Axe

Dragon — Dragon Family

HP	MP	EXP	G
198	32	228	57

Iron Claws

Town of Greenflake..156

Teleportal Travel Gate Temple Mysterious Shrine

Pit Viper (Dragon Family)

HP	M	XP	G
72	18	86	40

Moonwort Bulb

Seed of Life
Seed of magic

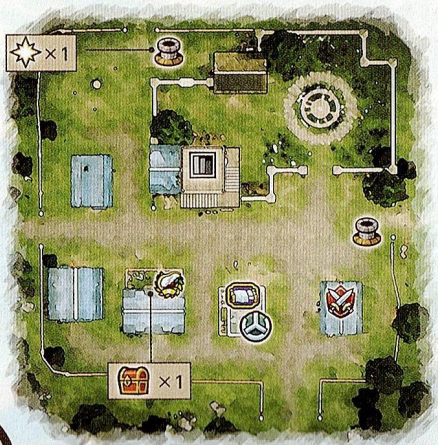
Tips Map
Location

Past Greengully

Town

None | 0 | 0 | 1 | No Key 0 | Magic Key 0 | Thief's Key 1 | Ultimate Key 0

Greengully



Fairy Sword	5000	Attack +52 Charm +1
• Significantly increases Defense when used in battle.		
Holy Lance	3000	Attack +39 Charm +32 Guard +7%
• Increases damage dealt to Zombie-type enemies by 30%		
Fairy Wand	4000	Attack +26 Magical Might +24 Magical Mending
• 8% chance to charm Nature-type enemies when attacking • Recovers 10 HP		
Flashy Clothes	2500	Defense +28 Charm +28
Magician's Robe	3100	Def+34 Magical Might+21 Charm+31
• Reduces fire damage by 10% Reduces light damage by 10%		
Silver Breastplate	4200	Def +46
Iron Helmet	800	Def +16
Iron mask	2100	Def +25

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort bulb	30
Holy Water	30

Seed of deftness

Seed of Strength

surroundings
Vicinity Map
Region

Gray Tablet
Grey Fragment
World of
Present Day

Memoria Leaf Region

Shu region

West Ruins
Ruins West of Memoria Leaf
×1

Monastery
Guyonne Abbey
Seed of Faith
Magic Water

Path to Memoria Leaf
Strength Ring
Seed of magic

Seed of St
Seed of Defe

Memoria Leaf... 157

Gathering Point
Map
Location

Present Memoria Leaf

None | 0 | 0 | 1 | No Key 1 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Monastery
Path North of Memoria Leaf / Guionne Monastery

×1

Memoria Leaf 3

Medicinal Herb	16
Antidotal Herb	20
Moonwort Bulb	30
Holy Water	30
Coagulant	310

300 Gold

World of the Gray Stone Tablet

Surroundings

Map Region

Greenflake Vicinity (Upon revisiting)

[Past] Upon revisiting the Greenthumb Gardens region. Surprisingly, a new town has been built.

MONSTER LIST

Monster List

Thug [Humanoid Family]

HP	MP	EXP	G
310	8	220	50

Iron Axe

Metal Slime Slime family

HP	MP	EXP	G
4	20	2010	65

Seed of Resilience Seed of Life

Mud mannequin Material Family

HP	MP	EXP	G
104	38	165	38

Horse Manure

Weretiger Humanoid family

HP	MP	EXP	G
156	50	108	42

Bunny Tail

Brownie <Humanoid Family

HP	MP	EXP	G
86	30	174	41

Strong Medicine Seed of Strength

Mud Mannequin Strong / Mud Mannequin

Material Family 163

Mud Mannequin Heart
MP Absorption Rate +10%

NEW GUIDE?

Not obtained before WORLD

If there are items, let's get them.

In fields and towns, orange-colored objects located in the same positions as in

Sparkling spots and treasure chests will remain only if they have not been pick

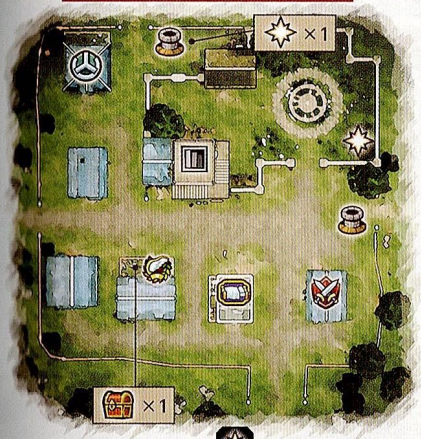
If you missed it, make sure to pick it up here.

Gathering Point
Map
Location

Past Town of Greengake (Revisit)

None | 0 | 0 | 1 | No Key 0 | Magic Key 0 | Thief's Key 1 | Ultimate Key 0

Greengully



Fairy Sword	5000	Attack +52 Charm +18
Significantly increases defense when used in battle		
Holy Lance	3000	Atk+39 Cha+32 Grd+7%
• Increases damage dealt to Zombie-type enemies by 30%		
Fairy Wand	4000	Attack+26 Attack Magic+24 Healing Magic+31
• 8% chance to charm when attacking Nature-type enemies		Reduces Type each time their turn co
Gaudy clothes	2500	Defense +28 Charm +28
Magician's Robe	3100	Def+34 Magical Might+21 Charm+31
• Reduces Fire damage by 10% • Reduces Light damage by 10%		
Iron Armour	3200	DEF +38
Iron Helmet	800	DEF +16
Iron mask	2100	DEF +25

Seed of Strength

Pretty Betsy
Seed of deftness

NEW GUIDE!

Slight changes can be seen compared to the WORLD before.

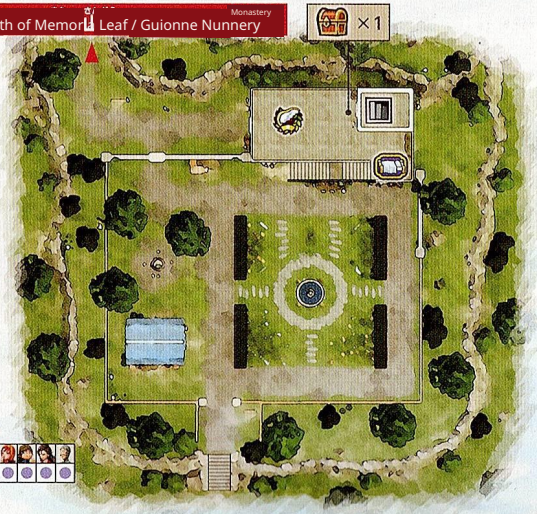
Construction started previously. The church is completed
The church that had previously begun construction is now completed.
Armour shop products
Additionally, there is only one difference in the products a the weapon and armour s
The item shop's inventory has not changed.

Gathering Point
Map
Location

Past Memoria Leaf (Revisit)

None | 0 | 0 | 1 | No Key 1 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Path North of Memoria Leaf / Guionne Nunnery



Memoria Leaf 3

Mubias

River Bandana	970	DEF+14
	16	
	48	
Antidotal herb	20	

Beast Family

Inop

Weak Flame

危 Focus Strength, Desperate Attack

—

Humanoid family

Gonz

弱 Flame and Ice

Danger: Horrific Shout, Sandstorm

—

A battle in a state where spells and skills cannot be used.

Gonz uses "Horrific Shout" and other moves.

Mainly interference, while Inop uses "Focus Stre

They will increase their attack power with "Eye". We

will mostly deal damage with normal attacks,

so since that will be the case, the "Sandstorm"-

annoying Gonz should be focused on.

The Beast Whi obtained with Teeth Shoes

p, if you have it, has a strong effect against

Beast-types, making it easier to damage Inopp.

Gabo and the others'

...it is recommended to switch to a support role. When that happens, use the Miracle Stone ★ When allies are dazzled

eyes sand in them!

Demon Family

Antoria

Egg Ice

危 Flame Slash

Dark Mist Firebane

HP recovery on attack, increased resistance to negative effects

Antoria raises spell resistance with 'Magic Barrier',

due to this, spell attacks are less effective. When he enters the Burst state,

he uses 'Dark Mist' to also inflict the Illusion state

upon you. If there is a Warrior in your party, the 'Focus Strength' sure-

It allows for attacks without worrying about the Dazzle status with mediu

DRAGON QUEST VII → Formidable Enemies & Strong Monsters GUIDE!
Part2
160

Eteponge

??? Family

City Fire Ice Lightning Earth Darkness

Danger Mahotora Dance Poison Breath

—

Bandit Mage

??? Family

5 Confusion Seal

Danger Sizzle

—

Bandit Soldier

??? Family

Weak —

Danger Focus Strength Sonic Blade

—

Bandit

??? Family

Rain Sleep

Danger Poison Moth Powder

—

Attack: Normal attack

Each enemy has their own area-of-effect and status ailment attacks. Taking them all on at once is dangerous, so use "Snooze" to put the bandits to sleep, or "Fizzle" to seal the bandit mages' spells, in order to restrict the enemies' actions. Bandit Heavies have a low resistance to laughter, so using the Jester's "Gag" makes you less likely to take damage. Since there are few ways to stop Eteponge, it is recommended to defeat him first. If your Mage vocation rank is 6 or higher, you can use "Boom" to hit Eteponge's weakness while also catching the other enemies in the attack!

Status ailment

Low resistance

Nature Family

Dance Needle (Strong)

Weak Flame

Danger Rolls at high speed

Fuddle Dance, Spiky Jizo

—

It is prone to entering a Burst state, and inflicts Confusion with 'Fuddle Dance'. Include a Shepherd in your party so you can cure it with 'Kiaral'. The 'Spiked Jizo', which reflects physical attack damage, can be targeted by a Priest or Mage's spells, allowing you to attack without worrying about the effects.

Kujoutai

Physical Attack

Jizo

Mage

Spells

effect

Teramisu

??? Family

Danger: Desperate Attack

Gothos

??? Family

Time: Poison, Confusion, Charm

Danger: Muster Strength

Polulu

??? Family

Danger: Hyad, Iola

A 2-on-3 battle where only the Protagonist and Aira fight. Although you cannot give "Orders" to Aira, she will support the Protagonist and join in the attacks. Among the enemies, Polulu primarily uses spells, while the remaining two perform physical attacks. Gothos increases attack power with "Focus Strength," and Teramisu unleashes critical hits. Therefore, use the Warrior's "Blade Attack" to lower their attack power, or increase your healing frequency using the effects of the Ruffian's Heart. Gothos is weak to certain status ailments; if Aira's "Rose Typhoon" hits, the enemy affected may cause them to attack their own allies.

Nature

Strong Buchuchunpa ×3

Danger: Blowing a Kiss, Lick

Charm countermeasures

Since "Blow Kiss" is used frequently, charm countermeasures are essenti

If you have a Jester, not only can you cure it with "Straight Punch", but you can also increase your Style to enthrall the enemies.

While the enemies are enthralled, use powerful skills like "Peerless Smile" along with single-target attacks to reduce their numbers one by one.

Nature Family

Gracos

弱 Fire Lightning Earth Ice

危 Icy Breath Venom Mist

Brandish Weapon Hurricane

HP Auto-Recovery Fire resistance significantly up

Ice resistance significantly down

Swings its weapon around, attacking three times at once. "S... Fight while raising your allies' defense with the Rune Staff, which has the same effect as "Kuruto". When the enemy bursts, it becomes highly resistant to fire and weak to ice. If you play a hybrid role of a Mage and a Priest, it is easier to deal dam... even after the burst.

Dragon Family

Sky Dragon

弱 氷

危 Sharp fangs, Pounce

Blazing Fire

Power high

Its attack power is high, and without countermeasures, you are prone to taking heavy damage. Challenge it by raising your defense with the Rune Staff or equipping armor resistant to the fire attribute. Since the enemy is a Dragon type, the Warrior's "Dragon Slash" is effective. Its elemental weakness can also be exploited, so ...

Material Family

Mud Mannequin - Strong

5 Ice Wind

危 Weird Dance

Magic Burst, Super Weird Dance

Defense slightly up, Spell resistance slightly up

Evasion rate significantly down, Agility significantly down

It absorbs our MP with "Weird Dance", and when it bursts, it deals massive damage with "Magic Burst".

Increase spell resistance with items like the Magic Shield, and if your MP drops, recover it using the effect of the Imp's Heart. The enemy is weak to the wind attribute, so a Sage's powerful Woosh-type spells will ...

Vicinity Map (Past)

Region

Around Mardiras

surroundings

A region centered on a country where magic research is flourishing. There is a great temple in the southern part.

MONSTER LIST

Monster List

Urnexpected — Material Family

HP	MP	EXP	G
110	55	82	48

Seed of magic

Silvapithecus — Bird Family

HP M EXP G

180 37 209 60

Wind Hat

Dragoon — Dragon

HP	MP	EXP	G
340	25	252	78

Iron Helmet

Cyclops — Demon Family

HP M EXP G

1230 18 303 100

Fur Mantle

Metal Rider Slime-type

HP M EXP G

93 32 219 60

Slime Armor

Red Scorpion Nature-type

HP M EXP G

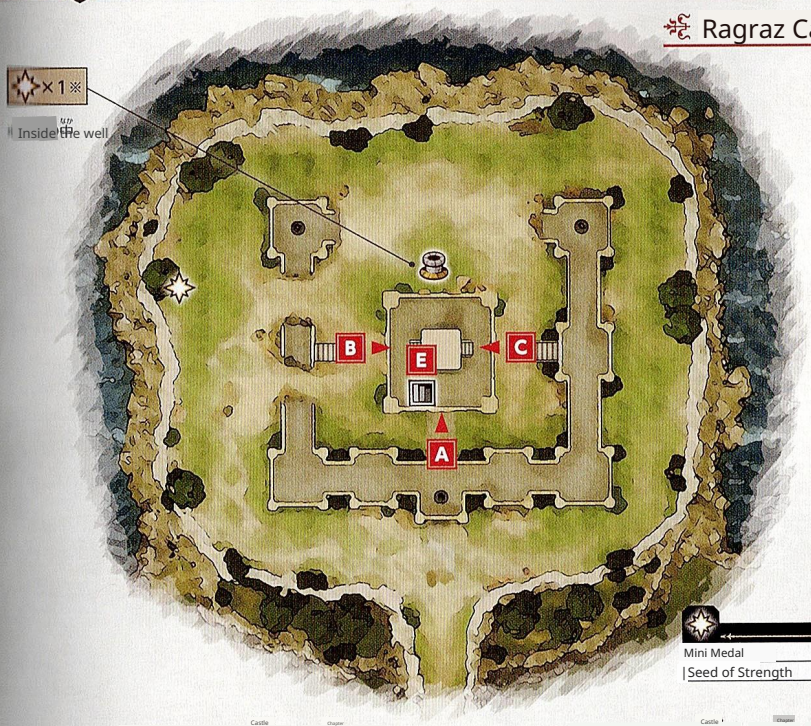
195 22 199 58

Iron Helmet

Base Map Location — Past Raglaas Castle

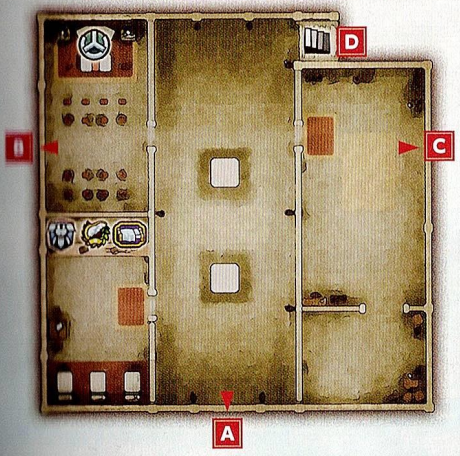
None	1	0	0	No Key: 0	Thief's Key 0
				Magic Key: 0	Ultimate Key 0

Ragraz Castle 3

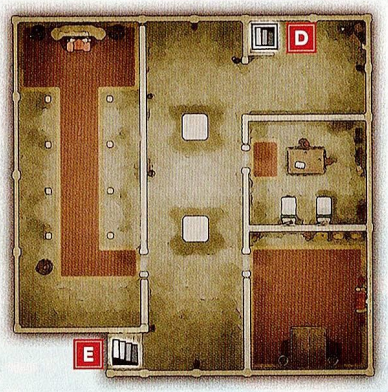


Mini Medal	
Seed of Strength	

Ragraz Castle - 1F 3



Ragraz Castle - 2F 3



Full Plate Armour	4000	Def +44

Strong Medicine	48
Antidotal Herb	20
Moonwort Bulb	30

Mysterious Fragment Green 0 | 0 | 2 | No Key 0 | Magic Key 2 | Thief's Key 0 | Ultimate Key 0

Castle Town

Mardra Castle Town 3

Sword of Slumber	7000	Attack +62 Charm +30					
• 8% chance to put enemies to sleep when attacking							
Dragon Tail	6800	攻+56					
• Increases damage dealt to Dragon-family enemies by 20%							
Lunar Fan	5700	ATK+34 Style+56					
• 6% chance to Paralyze the enemy when attacking							
Titania's Staff	6600	ATK+36 Magical Mending+30 Magical Might+48 Style+					
• 10% chance to beguile Nature-family enemies when attacking							
Platinum Shield	3500	Def+27 Style+19 Block+7% ●					
• Reduces fire damage by 5%							
Magical Robes	3100	DEF+34 Magical Mending+21 Style+31					
• Reduces Fire damage by 10% • Reduces Light damage by 10%							
Magical Skirt	3500	Def+38 MagPow+20 MagRes+20					
• Reduces all elemental damage by 7%							
Party Dress	7000	Def +40 Style+38					
Full Plate Armour	4000	Def +44					
Silver Hairband	3600	Def+30 Style+30					
Garter Belt	1800	DEF+16 Charm+30					

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort Bulb	30
Holy Water	30

Magic Water
Magic Water

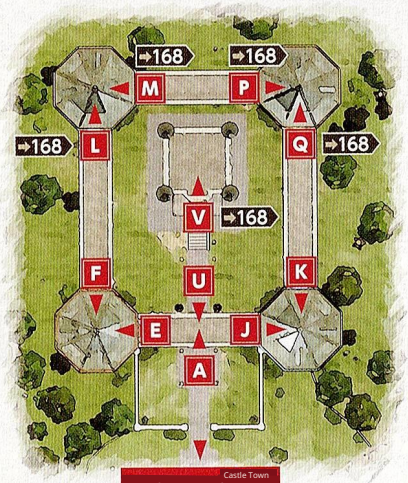
Pretty Betsy

Mardra Castle (Past)

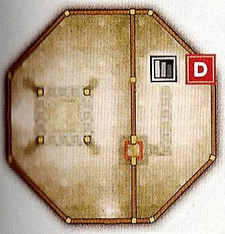
None | 0 | 2 | 3 | No key 1 * Magic Key 2 | Thief's Key 0 Ultimate Key 0

Special Treasure Chest
※Special Treasure Chest

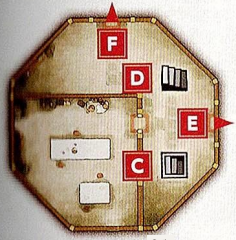
Mardra Castle



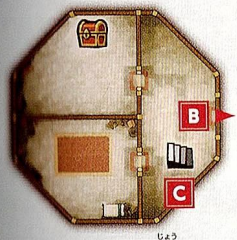
Castle Town
Mardiras Castle Town



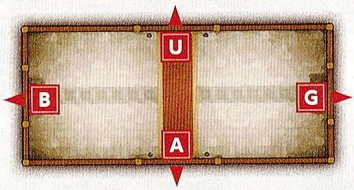
Mardiras Castle ・ Tower of Fire ・ 3rd Floor



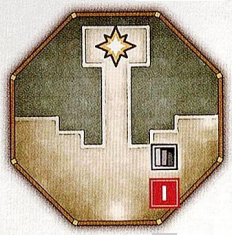
Mardiras Castle ・ Tower of Fire ・ 2nd Floor



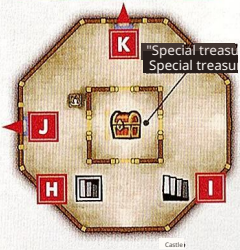
Mardiras Castle ・ Fire Tower - 1st Floor



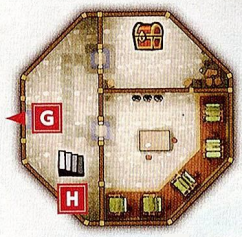
Mardra Castle - 1st Floor ①



・ Mardiras Castle ・ Water Tower ・ 3rd Floor



・ Mardiras Castle ・ Water Tower - 2nd Floor



・ Mardiras Castle ・ Water Tower - 1st Floor

NEW GUIDE
WORLD Water Tower - 2nd Floor's Treasure chest
How to open a treasure chest

To open the special treasure chest on the 2nd floor of the Ice Tower, you need to solve the puzzle in the room. Listen carefully to what the man nearby says, and acting accordingly seems to trigger a change.

NEW GUIDE
WORLD From the Staff Maker's Apprentice
Let's receive the reward

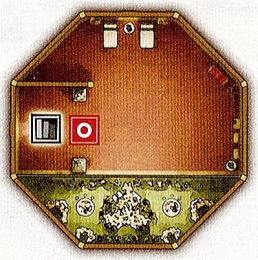
When you open the special treasure chest in the W
A craftsman's apprentice after the country's prob
you can receive a thank-you gift from. As the stor
or, if you open the treasure chest too late, the
"The reward will be moved into a special treasure b

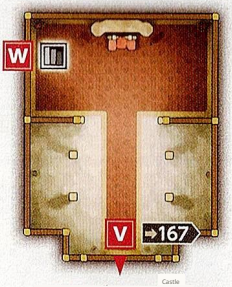
Beautifully Glowing Holy Water
Princess Robe
Seed of Magic
Seed of Resilience

* Depending on the stage of acquisi

▼A Mamuma Δ Mam The contents will change.

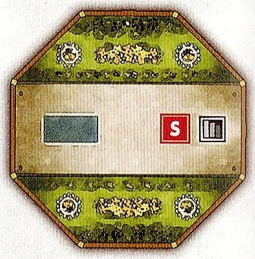
Castle
• Mardiras Castle •
Wind Tower Chapter
Wind Tower - 3rd Floor

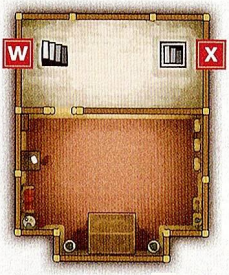




Castle
• Mardiras Castle •
Throne
Throne Room

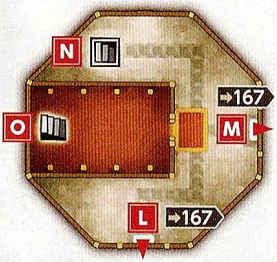
Castle
• Mardiras Castle •
Dirt Tower Chapter
Tower of Earth - 3F



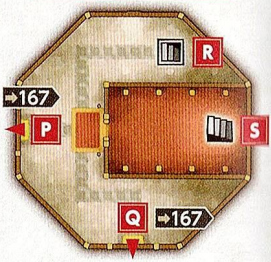


Castle
• Mardiras Castle •
Chapter
2F

Castle
• Mardiras Castle •
Wind Tower Chapter
Tower of Wind - 2F



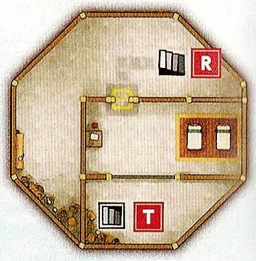
Castle
• Mardiras Castle •
Tower
Tower of Earth - 2F

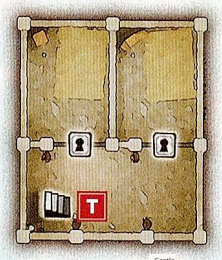


Castle
• Mardiras Castle •
Chapter
1st Floor ②

Castle
• Mardiras Castle •
Wind Tower Chapter
Tower of Wind 1st Floor

Castle
• Mardiras Castle •
Dirt Tower
Tower of Earth - 1st Floor



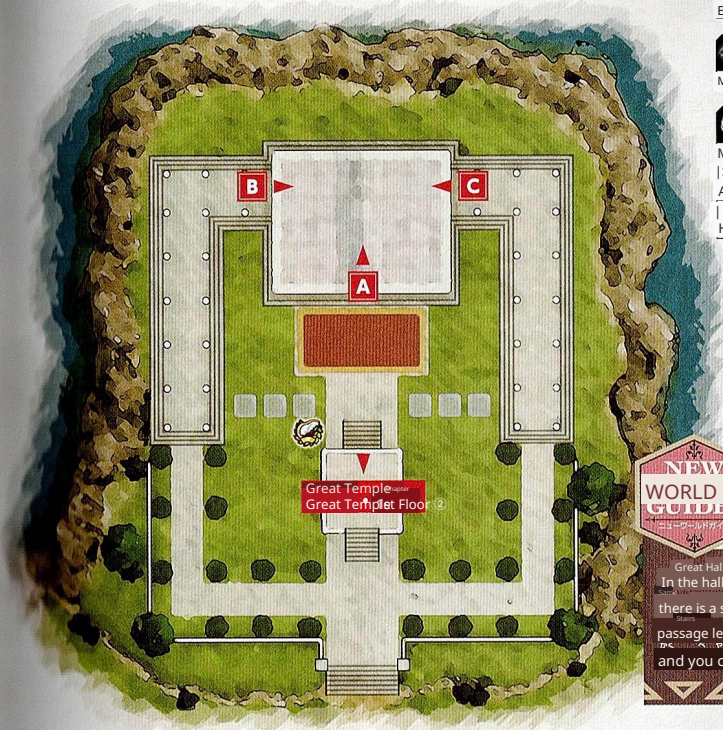


Castle
• Mardiras Castle •
Dungeon

Past Great Temple

None | 0 | 0 | 2 | No Key 2 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Great Temple



Staff of Antimagic	
Echo Hat	

Magic Water	

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort bulb	30
Holy Water	30

NEW WORLD GUIDE

Solve the puzzles

Great Hall

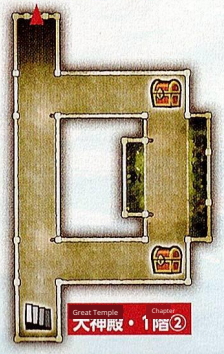
In the hall on the 1st floor, just like Mardra Castle, there is a similar puzzle. Once solved, the central passage leading to these stairs appears, and you can enter the secret room.

Yes — Enter the secret room

Great Temple - 1st Floor ①

Great Temple 2nd Floor ③

Great Temple - B1F



Great Temple - B1F

Hidden Room

Gathering Point
Map
Location

Past Waterfall Cave

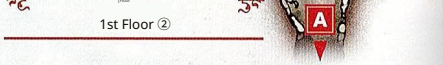
Mysterious Fragment Green 0 | 0 | 4 | No Key 4 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Waterfall Cave 1F ①

700 Gold
Life Stone
Killer Earrings
Mage Imp's Heart

?? ??? (Key Item)

Waterfall Cave ・ 1st Floor ②



MONSTER LIST

Monster List

Slime Breath Slime Family

HP	MP	EXP	G
180	24	209	62

Slime Clothes

Troll — Demon Family

HP	MP	EXP	G
480	2	303	102

Seed of Strength

Dark Thief — Humanoid

HP	MP	EXP	G
162	7	196	100

Plain Clothes — Seed of deftness

Tap Devil — Demon Family

HP	MP	EXP	G
168	21	207	60

Magic Water

Marine Slime Slime Family

HP	MP	EXP	G
108	30	204	46

Strong Medicine Slime Earrings

Dragoon — Dragon

HP	MP	EXP	G
340	25	252	78

Iron Helmet

Venom Zombie Zombie Family

HP	MP	EXP	G
245	18	201	58

Antidotal Herb Moonwort Bulb

Merman — Nature Family

HP	MP	EXP	G
360	32	266	78

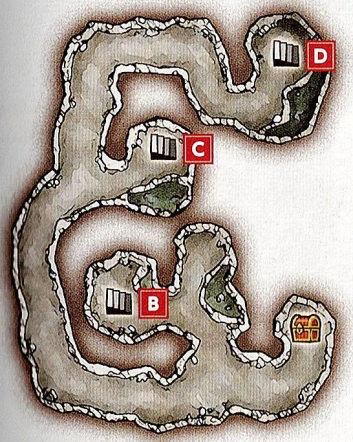
Tortoiseshell

Red Scorpion Nature Family

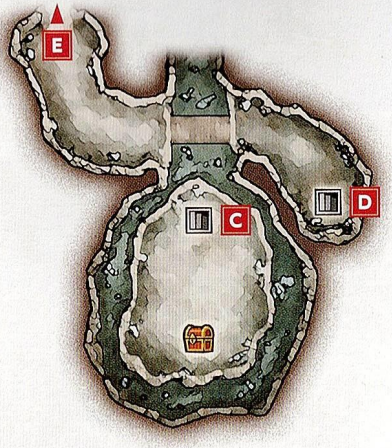
HP	MP	EXP	G
195	22	199	50

Iron Helmet

Waterfall Cave - B1F

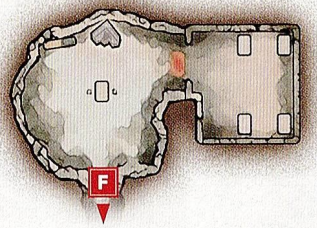


Waterfall Cave - 1F ③



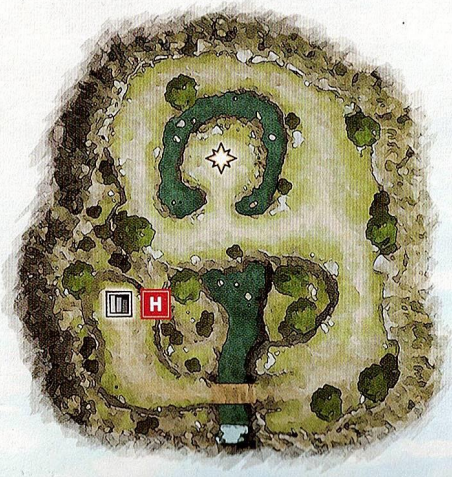
Waterfall Cave

Waterfall Cave - Private House 35



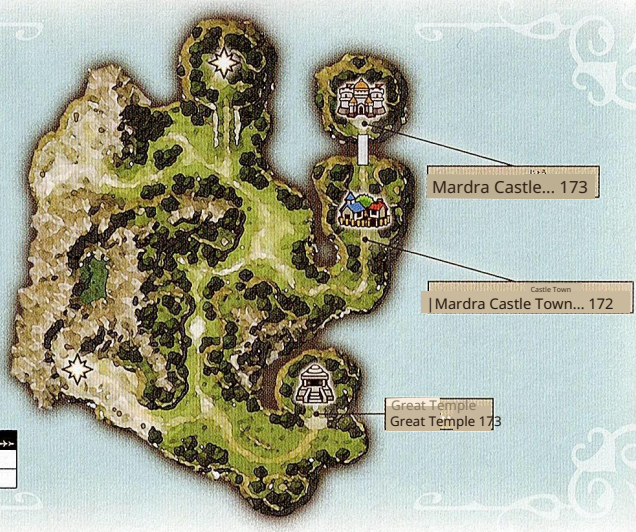
Waterfall Cave - 3rd Floor 3

Waterfall Cave - Summit



surroundings
Vicinity
Map
Region

Bandai Mardra Area



Seed of Beauty
Seed of Agility

Gathering Point
Map
Location

Castle Town

Present Day: Mardra Castle Town

None | 0 | 0 | 0 | No Key: 0 | Magic Key: 0 | Thief's Key 0 | Ultimate Key 0

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Moonwort Bulb	30
Holy Water	30

Sword of Slumber	7000	Attack +62 Charm +30
• 8% chance to put enemy to sleep when attacking		
Dragon Tail	6800	Attack +56
• Increases damage dealt to Dragon-family enemies by 20%		
Lunar Fan	5700	ATK+34 Style+56
• 6% chance to paralyze enemy when attacking		
Titania's Staff	6600	Atk+36 Magical Might+30 Magical Mending+46 +14%
• When attacking Nature-type enemies		
10% chance to charm		Restores 15 HP at the start of your turn

Magical Skirt	3500	Def+38 MagPow+20 MagRes+20
• Reduces all elemental damage by 7%		
Silk Bustier 7800		Defense +38 Charm +63
Party Dress	7000	Defense +40 Charm +38
Full Plate Armour	4000	Defense +44
Silver Tiara	3600	Defense +30 Charm +30
Ultimate Skirt	1800	Defense +16 Charm +30

Gathering Point
Map Location

Present Mardra Castle

Castle

Mysterious Fragment | 1 | 2 | 1※ | No Key 1 | Magic Key | ※ 0 | Thief's Key 0 | Ultimate Key 0

Special Treasure Chest
※Special Treasure Chest

NEW Present Day

WORLD There is also a special treasure chest in the Water Tower of the present day!

GUIDE! rld Guide

"Present Day?
Present-day Mardra
Castle

There is also a special treasure chest in Mardra Castle that opens once the puzzle is solved.

The puzzle is the same as the one in the past, so try to perform the same actions based on the hints you have obtained up until now.

Move

's Coat

Seed of Agility

Base Map Location

Present: Great Temple

"Great Shin Legend

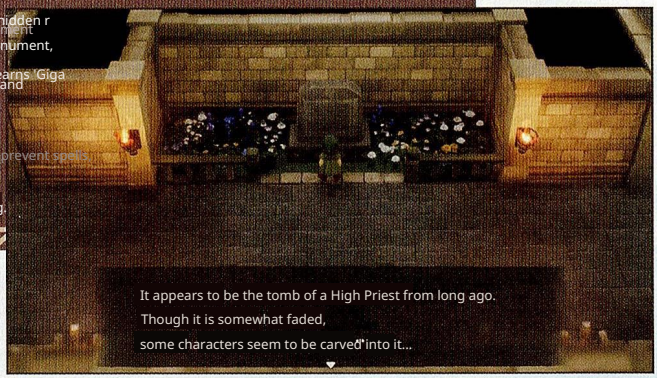
Mysterious Fragment | 1 | 0 | 2 | No Key 2 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

NEW Sec

WORLD Learn a new spell in the hidden room!

GUIDE! Great Temple Sec

The Great Temple's hidden r
Stone Monument
oom has a stone monument,
Protagonist
Examining it, the protagonist learns 'Giga
jatis'. Friend and foe
Learn
friend and
effect
everyone's effects are dispelled.
prevent powerful ability hid
den, holding a powerful ability to prevent such
so in preparation for future battles,
make sure to visit without forgetting.



Medal

Seed of Magic

Surroundings Map

Past: Vicinity of the Valley of Saint Wind

Region

A region where a refreshing breeze blows. In the valley connecting north and south, there is a settlement where the Lifa tri

Seed of Life
Seed of Agility
Troll Heart
Magic Water

Strong Automaton・Strong

Machine family 215

Automaton Heart
Every time your turn comes a random stat greatly increases or decreases

MONSTER LIST

Monster List

Arrow Imp — Humanoid family
HP M XP G
88 28 178 43
Moonwort Bulb Thinking Cap

Slime Breath Slime Family
HP MP EXP G
180 24 209 62
Slime Clothes

Troll — Demon
HP MP EXP G
480 2 303 102
Seed of Strength

Cyclops — Demon Family
HP MP EXP G
1230 18 303 100
Fur Mantle

Dashlan — Dragon Family
HP M XP G
180 18 232 60
Seed of Agility

Scrap Trooper — Machine
HP MP EXP G
380 20 452 54
Iron Axe

Shadow Satan Demon Family
HP MP EXP G
420 65 465 105
Seed of magic

Venom Zombie Zombie Family
HP MP EXP G
245 18 201 58
Antidotal Herb Moonwort Bulb

Laughing Bag — Material Fami
HP MP EXP G
93 30 90 50
Plain Clothes

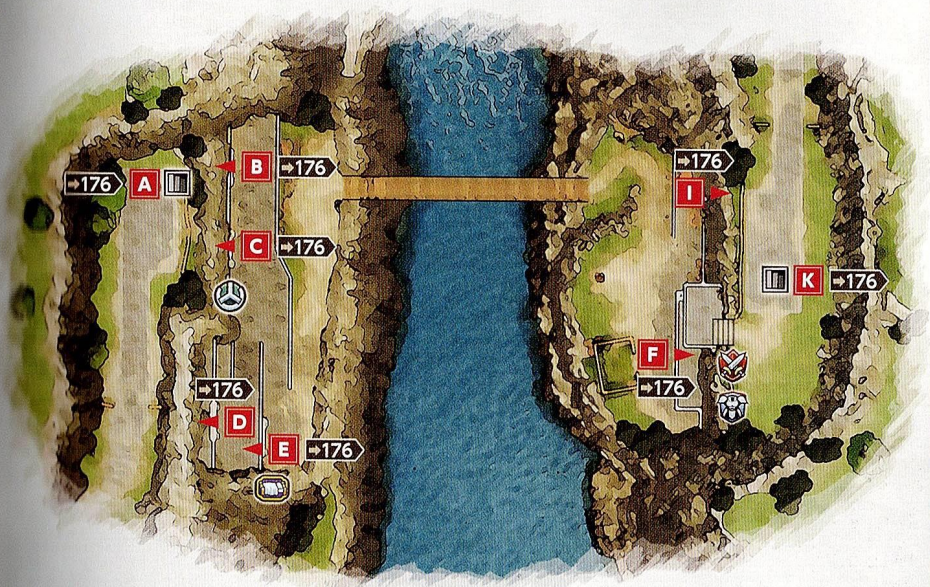
Gathering Point
Map
Location

Gender ふう Valley

Past Saint Wind Valley

Mysterious Fragment 1 | 0 | 0 | No Key: 0 | Magic Key: 0 | Thief's Key: 0 | Ultimate Key 0

Saint Wind Valley



Sword	10000	Atk +71 Cha +15
Alkiller	9000	Atk +77
Damage dealt to Jill-type enemies increases		
Tamura's Boom[illegible]ng 112[illegible]		ATK +68
attacks become Fire attribute		
Staff of Ser[illegible]	8000	Atk+43 MagAtk+44 Magic Def +25
When used, slashes 2–5 enemies with vacuum blades		

[Platinum Shield	3500	Def +27 Cha +19 Guard +7%
• Reduces fire damage by 5%		
| Wind Spirit Shield	6000	Def+37 Block+6%
• When used in battle, sends all enemies beyond the light		Reduces wind damage by 20%
Magical Skirt	3500	Def+38 MagPow+20 MagReck+20
• Reduces all elemental damage by 7%		
Silver Breastplate 4200		Def +46
Spangled Dress	8400	Def+48 Charm+48
Platinum Head	5000	Def+36 Charm+20

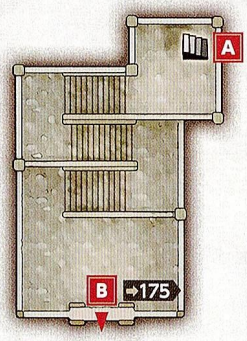
NEW
WORLD: The buildings on the east bank have rooftop
You can jump down from the cliff

If you examine the rooftops or cliffs of the buildings on the bank, you can jump down to the lower levels.

You can jump down. Saint Wind Valley is divided into east and west
Since it is open, it can also be used as a shortcut when
heading to the west bank. Also, on the rooftop of the east bank,
there is a tile that cannot be investigated unless you jump down from a specific spot,
so take a good look at your surroundings.

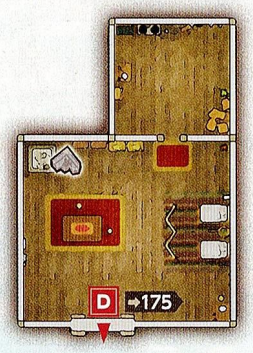
It looks like you can jump down from here.
Would you like to jump?

Saint Wind Valley West Bank - 1F 3

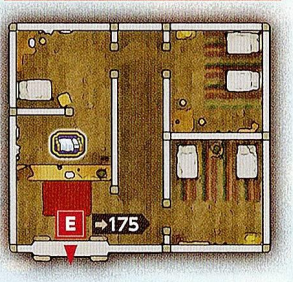


Saint Wind Valley Church

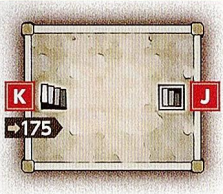
Saint Wind Valley Chief's House 3



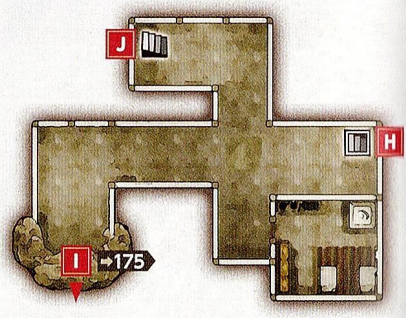
Saint Wind Valley - Inn 3



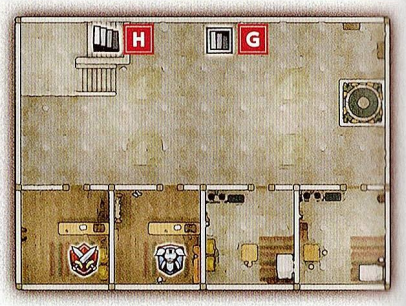
Saint Wind Valley East Bank - 4F



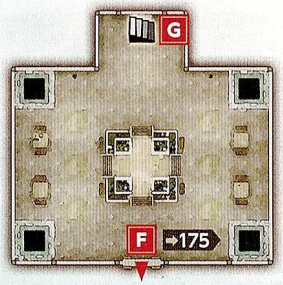
Saint Wind Valley - East Bank - 3F 35



Saint Wind Valley - East Bank - 2nd Floor 3



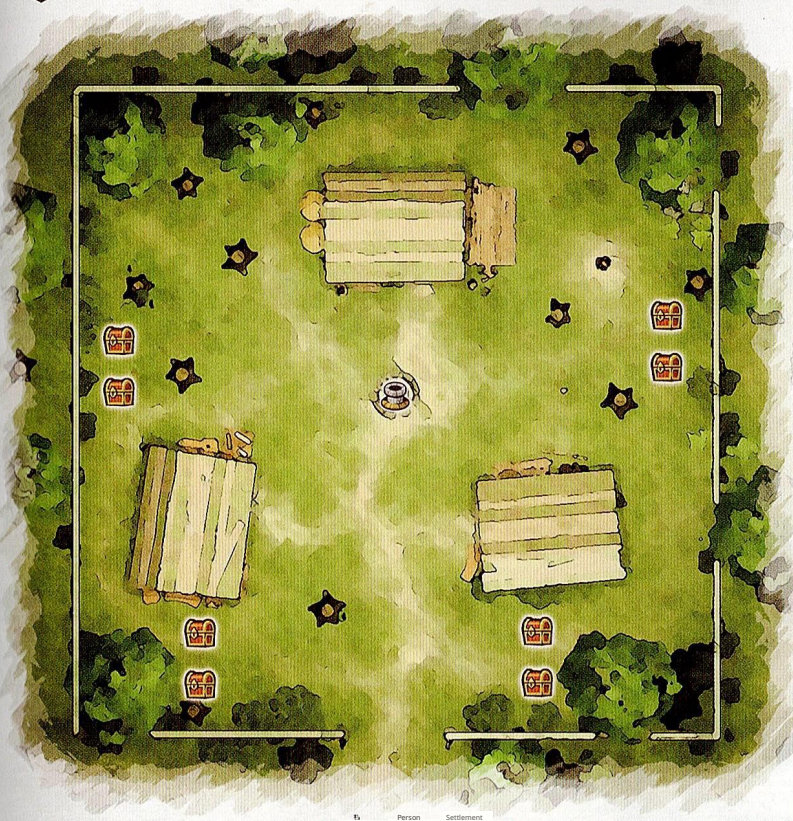
Saint Wind Valley - East Bank - 1st Floor 3



Base Map Location

Past Protector's Settlement

None | 1 | 0 | 8 | No key 8 Magic Key 0 | Thief's Key: 0 Ultimate Key 0



Person Settlement

Sanctum of the Guardians

400 Gold
Staff of Divine Punishment
Silver Mail
Yggdrasil Leaf
Seed of Magic
Magic Water
Seed of Resilience
Seed of Magic

Treasure Chest Black Cloud Maze Common

※ Treasure chests are shared with the Dark Cloud Maze

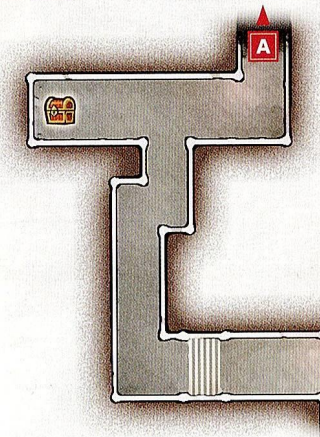
NEW WORLD GUIDE! World Guide

Saint Wind Down Problem Resolution

Once the problems in the Valley of the Saint Winds are resolved, Treasure chest once

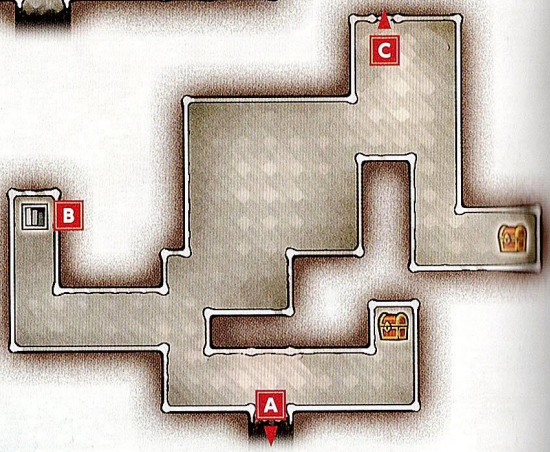
A treasure chest will appear!

The treasure chest in the Guardians' Settlement is a bit special; there is nothing there when you first arrive, and as you progress through your adventure, the treasure chest will eventually appear. Treasure chests will start to appear within the settlement. Treasure chest will start to. These treasure chests with the contents of those in the Dark Cloud Maze because the contents are shared, if they have already been obtained, an empty treasure chest will appear.



Dark Cloud Maze - 1st Floor ① 3.

Dark Cloud Maze - B1F ①



Dark Cloud Maze - 1st Floor ② 3.

MONSTER LIST

Monster List

Boarboon — Beast Family

HP	MP	EXP	G
480	38	372	94

Club

Toxic Zombie — Zombie Family

HP	MP	EXP	G
245	18	201	58

Antidotal Herb Moonwort Bulb

Shadow Satan Demon Family

HP	MP	EXP	G
420	65	465	105

Seed of magic

Dark Thief — Humanoid family

HP	MP	EXP	G
162	7	196	100

Plain Clothes Seed of deftness

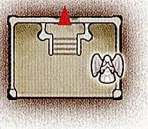
Slime Breath — Slime Family

HP	MP	EXP	G
18024	209	62	

Slime Clothes

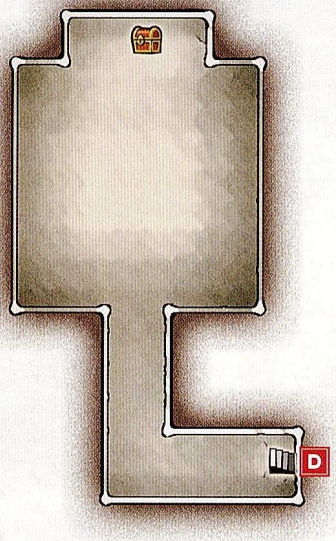
400 Gold
Lightning Staff
Silver Mail
Yggdrasil Leaf
Seed of magic
Magic Water
Seed of Resilience
Seed of Magic

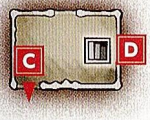
Black Clouds
Black Cloud Maze - 1st Fl



Black Cloud Maze - 1st Floor ③ 3

Dark Cloud Maze - Basement 1F ②



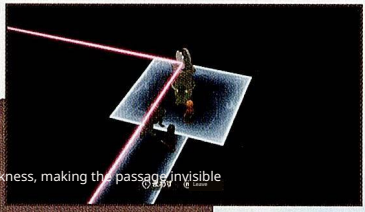


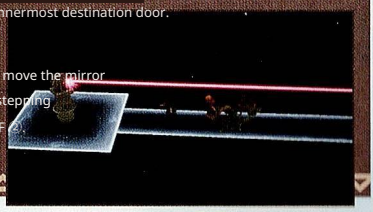
NEW GUIDE!

WORLD: Let's reflect the light using the mirror

The passage on the 1st Floor ③ is shrouded in darkness, making the passage invisible
is gone. The light extending across the floor
reflect it, and direct the light to the innermost destination door.

Once the light reaches the door,
From then on, there is no need to move the mirror
The passage is narrow, and stepping
off will cause you to fall to Basement 1F
Let's proceed with caution.



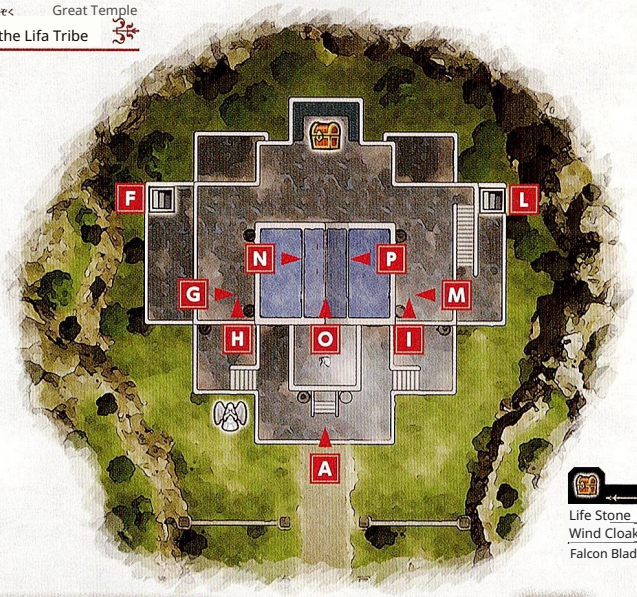


【Fishing Point Map Location

Past Temple of the Lifa Tribe

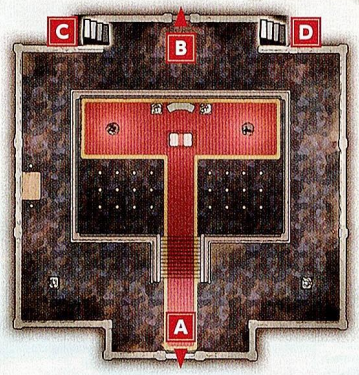
None | 0 | 0 | 3 | No Key 3 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Temple of the Lifa Tribe

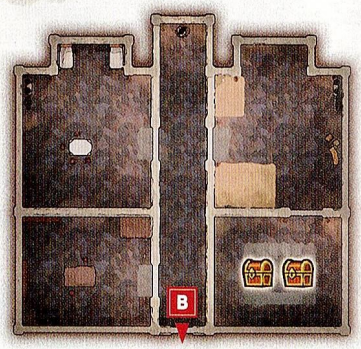


Life Stone
Wind Cloak
Falcon Blade

Temple of the Lifa Tribe - 1st Floor ①



Temple of the Lifa Tribe - 1st Floor ②



MONSTER LIST

Monster List

Shadow Satan Demon Family

HP	MP	EXP	G
420	65	465	105

Seed of Magic

Mage Chimaera Family

HP	MP	EXP	G
212	35	365	84

Chimaera Wing

Red Scorpion Nature-type

HP	MP	EXP	G
195	22	199	58

Iron Helmet

Devil Armour <Material Family

HP	MP	EXP	G
460	18	458	97

Magic Water Iron Armour

Metal Rider Slime-type

HP	MP	EXP	G
93	32	219	60

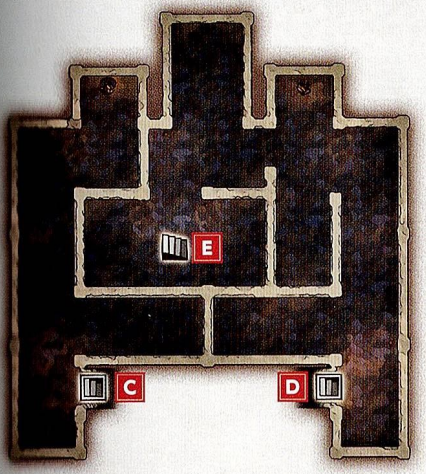
Slime Armour

Laughing Bag Material

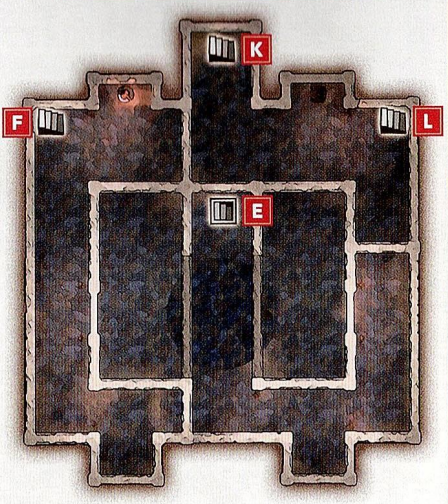
HP	MP	EXP	G
93	30	90	50

Plain Clothes

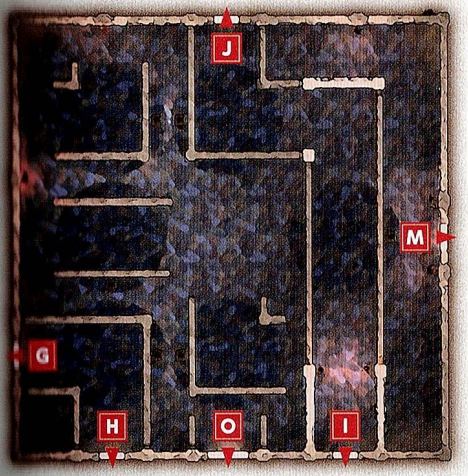
Great Temple
Temple of the Lifa Tribe - 2F 3



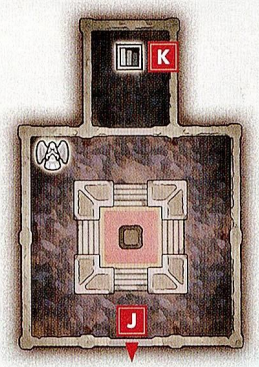
Great Temple
Temple of the Lifa Tribe - 3F 3



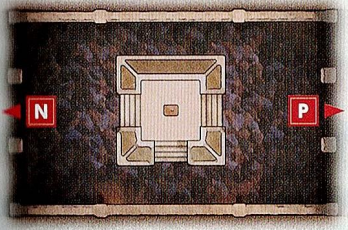
Great Temple
Temple of the Lifa Tribe - 4F ①



Temple of the Lifa Tribe - 4F ② 3



Great Temple
Temple of the Lifa Tribe - 5F 3



NEW

WORLD GUIDE! Temple

Rotate the walls of the room to guide the wind

When an item is placed on the pedestal in the temple, a pure wind will begin to blow on the 4th floor ①. This storm flows outward, so the switches on the floor can be pressed to rotate the walls of the room, changing the flow of the wind. Outside the temple, there is a spirit statue enveloped in black clouds, but if the wind can be successfully guided, it seems the wind can be directed at the statue.

Vicinity Map
Region

Great Saint Wind Valley Area

Beauty Plant	
Seed of Deftness※	
Seed of Faith *	

Appears after the anomaly

* Appears and becomes obtainable after the incident

Hints Map
Location

Present Saint Wind Valley

None | 1 | 0 | 3 | No Key 0 | Magic Key 1 | Thief's Key 0 | Ultimate Key 2

Platinum Sword	10000	Atk +71 Cha +15			
Zombie Killer	9000	Atk +77			
- Damage dealt to zombie-type enemies increases by 50%					
Flame Boomerang	11200	ATK +68			
• Weapon attacks become fire-elemental					
Staff of Divine Wrath	8000	Atk+43 Magical Might+44 Magical Mending+25 Drain+10%			
• When used in battle, it tears through 2~5 enemies with a vacuum blade.					

Platinum Shield	3500	Def+27 Cha+19 Guard+7%			
• Reduces fire damage by 5%					
Wind Spirit Shield	6000	Def+37 Block+6%			
When used in battle, it banishes all enemies into the lightbeverage					
Magical Skirt	3500	Def+38 MagPow+20 Magres+20			
• Reduces all elemental damage by 7%					
Silver Breastplate	4200	Def +46			
Spangled Dress	8400	Def+48 Charm+48			
Platinum Headgear	5000	Def+36 Charm+20			

※ Reduces wind damage by 2

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20
Chimaera Wing	25
Holy Water	30

Seed of Faith
Seed of Agility
Seed of magic

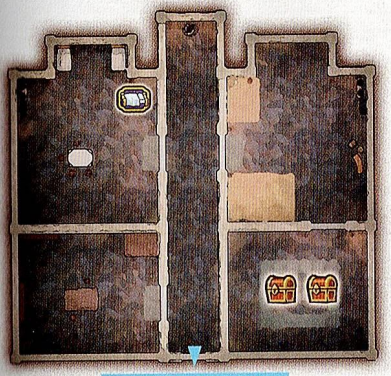
※ Available only during a certain period o

Base Map Location

Present: Temple of the Rifa Tribe

Mysterious Fragment | 0 | 0 | 2 | No Key 2 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Temple of the Lifa Tribe - 1st Floor ②



Temple of the Lifa Tribe - 1st Floor

Temple of the Rifa Tribe - 4th Floor ②

Temple of the Aeolus Tribe - 1st Floor

Temple of the Rifa Tribe - 4th

Agility Ring

Seed of Defe

NEW GUIDE

Drop by th 4th floor of WORLD

Let's obtain the stone tablet fragments

Innermost Fragment

There is a stone tablet fragment at the far end of the 4th floor. You wil

You can reach it without getting lost. Also, the locked door on the 5th f

story progress

The door appears to become accessible as the story progresses.

Temple of the Lifa Tribe - 5F 3

Temple of the Lifa

Temple of the Lifa

Journey Door

Green Travel

Teleportal: Shrine of Mysteries - 1st Floor - Gree

Base Map Location

Present: Tower of Wind

None | 0 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

NEW GUIDE

WORLD Entry is forbidden 塔

Danger

Entrance

As the Tower of Wind is old and dangerous, th at the entrance

will let you through

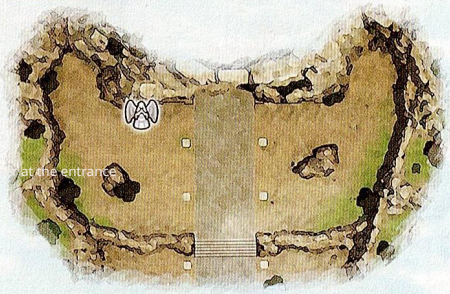
Interior

not. A chance to enter the interior of the towe

Exploration later

Let's put off exploration until we get used to i

▼A-Mam



Vicinity Map
Region

[Around Probina (Past)

An area covered in thick fog. There is a small village to the west, and a monster's rocky mountain at the nest.

Life Stone
Night Lich Heart
Seed of Magic

Strong Cyclops • Strong

「Demon Family」 216

Cyclops Heart
Critical hit power increases by 30%

MONSTER LIST

Monster List

Boarboon — Beast Family

HP	MP	EXP	G
480	38	372	94

Club

Snowbaby — Beast Family

HP	MP	EXP	G
182	20	279	54

Strong Medicine Fur Cloak

White Panther — Beast Family

HP	MP	EXP	G
360	40	365	89

Iron Claws

Eliminator — Humanoid family

HP	MP	EXP	G
470	9	382	80

Turban

Terrano Liner Dragon — Family

HP	MP	EXP	G
380	20	366	88

Seed of Agility

Magic Lips — Nature Family

HP	MP	EXP	C
19226293	72	26293	72

Medical Herb, Beauty Weed
Beauty Weed

Goodybag — Material Family

HP	MP	EXP	G
240	40	239	525

Ruby of Protection

Puppet Man — Material Family

HP	MP	EXP	G
2402		66	

Pointy Hat Seed of Magic

Mage Chimaera

HP	MP	EXP	G
212	35	365	84

Chimaera Wing

Gold Oak Beast Family

HP	MP	EXP	G
4226			

Gold Bracelet Holy Lance

Bengal Beast Family

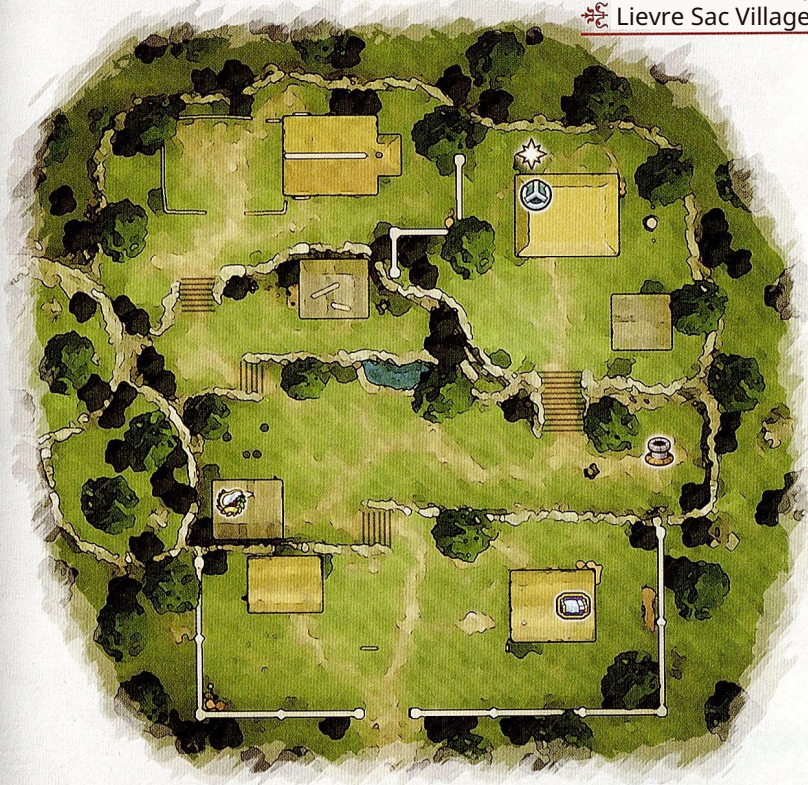
HP	MP	EXP	G
172	39	295	76

Fur Mantle

Lievre Sac Village (Past)

None | 0 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Lievre Sac Village



War Hammer	6000 ATK+64 AGI-30 Style+19	
Angel's Robe	9400 DEF+48 Magical Might+22	Magical Mending+34
• Reduces all elemental damage by 12%	• Prevents instant death by 50%	

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20

Seed of Resilience

NEW GUIDE

WORLD Strengthen elemental resistance with the Angel's Robe!

World Guide: Sold at the general store

The Angel's Robe on display reduces all elemental damage by 12%

has an effect, and just by equipping it, spells and

Makes it easier to counter breath attacks. Instant death

Since it also strengthens your defense

Equippable by

against attacks, it will help you save on

Life Stones. Make sure to equip it on any companions who can wear it.

Angel's Robe — Category: Armor

from death attacks

a robe that becomes

Quantity Owned: 1

Parameter Changes

Max HP	0	(	-	)	
	0	(	-	)	
Attack Power	0	(	-	)	
Defense Power	+48	(	-	)	
Magical Might	+22	(	-	)	
Magical Mending	+34	(	-	)	

Agility 0 (-)

- Reduces all elemental damage by 12%
- Prevents instant death by 50%

Challenge Point

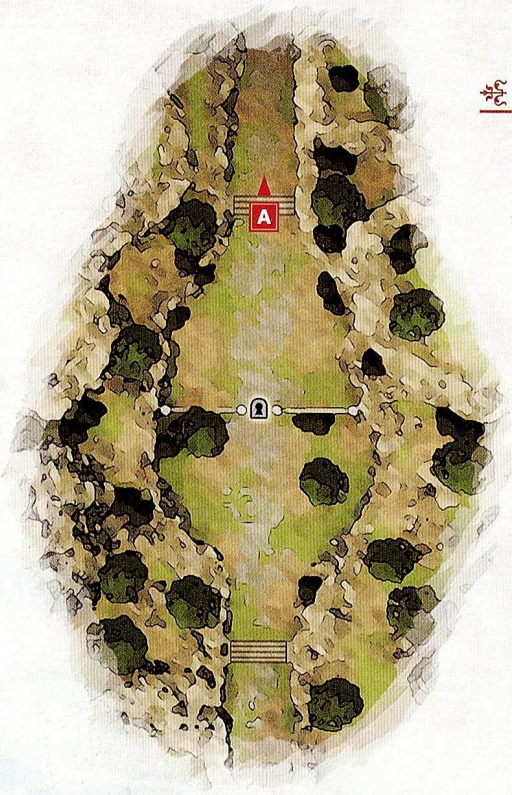
Map

Location

Item Rock Mountain

Past: Monster's Rocky Mountain

None | 0 | 0 | 8 | No Key 8 Magic Key 0 | Thief's Key 0 Ultimate Key 0



Monsters Rocky mountain

Monster's Rocky Mountain ① 3.

500 Gold
Demon's Claw
Seed of Life
「Prayer Ring
| Elfin Elixir
Ogre Shield
| Seed of Faith
| Night Papillon

| Seed of Magic

NEW

Beginning Rocky mountain

WORLD Initially, the rocky mountain's GUIDE! Ibu

Yes

Cannot go inside

Rocky Mountain Entrance

The entrance to the rocky mountain is just after arriving at Le

(stage)

At that stage, it's locked and you cannot enter

Yes

surrounding villages information

Cannot. First, let's gather information in the surrounding villa

MONSTER LIST

Monster List

EvilHawk 魔系

HP	MP	EXP	G
384	32	426	120

Mercury's Bandana

Gold Oak Beast Family

HP	MP	EXP	G
422	64	380	100

Gold Bracelet Holy Lance

White Panther Beast Family

HP	MP	EXP	G
360	40	365	89

Iron Claws

Eliminator Humanoid family

HP	MP	EXP	G
470	9	382	80

Turban

Snowbaby Beast Family

HP	MP	EXP	G
182	20	279	54

Strong Medicine Fur Mantle

Magic Lips Nature family

HP	MP	EXP	G
192	26	293	72

Medicinal Herb Pretty Betsy

Goodybag Material family

HP	MP	EXP	G
240	40	239	525

Ruby of Protection

Puppet Man Material Family |

HP	MP	EXP	G
240	20	303	66

Wooden Hat Seed of Magic

King Mucho Humanoid family

HP	MP	EXP	G
500	40	452	93

Leather Kilt

Bengal Beast Family

HP	MP	EXP	G
172	39	295	76

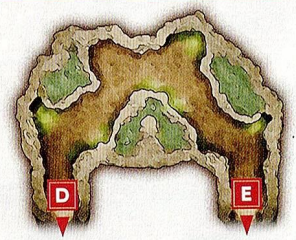
Fur Mantle

Monsters

Monster Mountain② 3

Monsters Rocky mountain

Monster Mountain Interior② 3



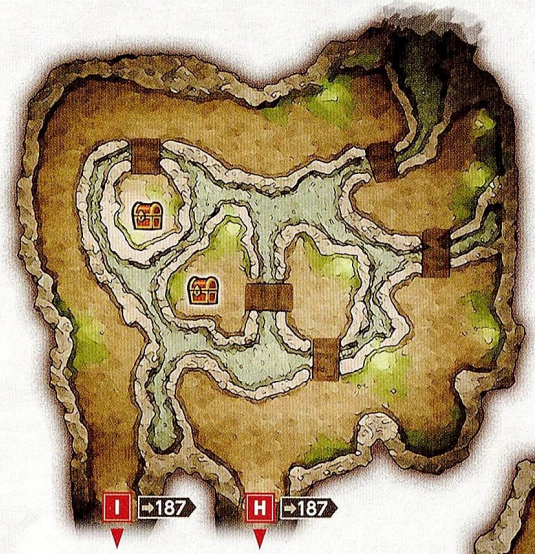
Monsters Rocky mountain

Monster Mountain - Interior ① 3

Monsters Rocky mountain

Monster Mountain - Interior ③ H

Monster
Rocky mountain... (Acceptance)
Monster's Rocky Mountain - Interior ④ 3



Monsters
Rocky mountain
Monster's Rocky Mountain - Interior ⑥ 3

Monsters
Rocky mountain
Monster's Rocky Mountain - Interior 5

Monsters
Rocky Mountain
Monster's Crag Summit 3

Story Progression
Appearance Area
*Appears and becomes obtainable as the story progres

Vicinity Map Region

Grey Fragme World of | Present Day

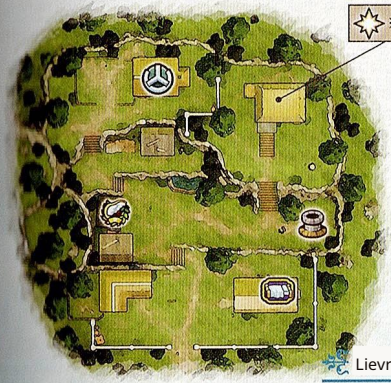
Vogograd Area

Pretty Betsy
Seed of magic

Gathering Point Map Location

Present Day Vogograd Village

None	5	0	0	No Key: 0 Magic Key: 0	Thief's Key 0 Ultimate Key 0



Lievre Sac Village

| Seed of Faith

*Appears and becomes obtainable as the story prog

War Hammer	6000 ATK+64 AGI-30 Style+19
Angel's Robe	9400 Def+48 Magical Might+22 Magical Mending+34

・Reduces all elemental damage by 12% ・50% chance to prevent instant death

Medicinal Herb	16
Strong Medicine	48
Antidotal Herb	20

NEW GUIDE! New World

WORLD: Whereabouts of the Old Stone Tablet

Stone Tablet

Present

[Present] In the village of Lebressack

Advancing the story

As the story progresses, an old stone monument is obtained. Depending on what you do with this stone monument, the state of the village of Lebressack seems to change significantly. You may also become unable to obtain things like orange sparkles, so be careful about the choices you m

NEW GUIDE! World Guide

WORLD: What happens when you examine the gra

Various places

At the far left of the graveyard, you can read diaries in the various places you visit

Examine Grave

There is the grave of the adventurer Nursuke. Upon examining the grave

Surrounding Past Costal Region

Map
Region

A region with a kingdom by the sea. The Great Lighthouse and the Dwarf Cave can be seen in the surrounding area

強 Dragon・Strong

Dragon Family 216

Dragon Heart
When HP is full
Damage taken is halved

MONSTER LIST

Monster List

Well Demon — Material Family
HP MP EXP G
480 40 450 95
Noble's Clothes

Devil Armour — Material Family
HP [illegible] XP G
460 18 458 97
Magic Water Iron Armour

Bengal Beast Family
HP MP EXP G
172 39 295 76
Fur Mantle

Eliminator Humanoid Family
HP [illegible] XP G
470 9 382 80
Turban

Petit Hero — Nature Family
HP MP EXP G
240 39 392 74
Yggdrasil Leaf

Marine Slime Slime
HP MP EXP G
108 30 204 46
Strong Medicine Slime Earrings

Chopstocker Nature Family
HP MP EXP G
145 30 388 78
Strong Medicine

Brownie — Humanoid family
HP MP EXP G
86 30 174 41
Strong Medicine Seed of Strength

Mage Chimaera
HP MP EXP G
212 35 365 84
Chimaera Wing

Gathering Point
Map
Location

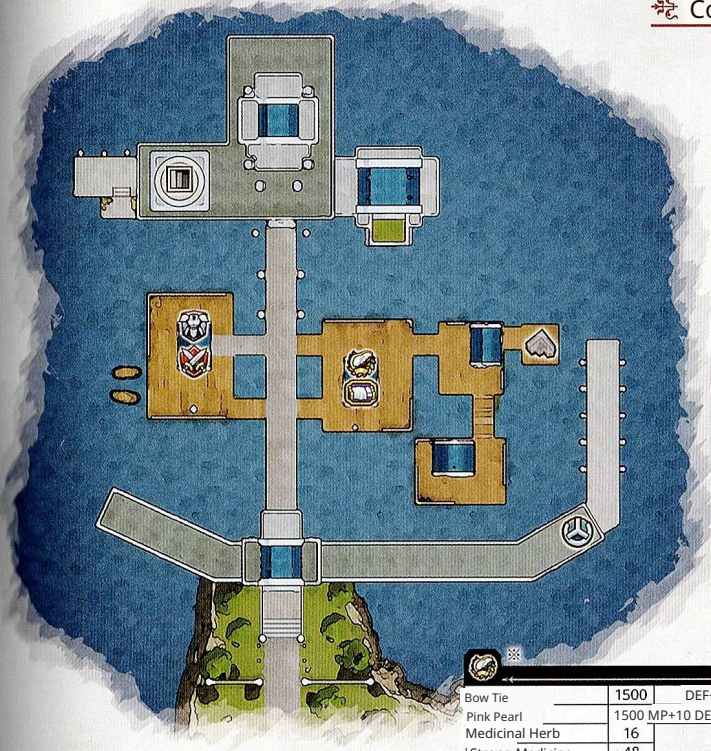
Past Coastal Country

Country

Mysterious Fragment 0 | 0 | 0 | No Key: 0 | Magic Key: 0 | Thief's Key 0 | Ultimate Key 0

Coastal Country 3

Country



Bow Tie	1500	DEF+2 Charm+25
Pink Pearl	1500	MP+10 DEF+5 Charm+100
Medicinal Herb	16	
Strong Medicine	48	
Antidotal Herb	20	
Moonwort Bulb	30	
Holy Water	30	

Icicle Dirk	6000	ATK +58
Weapon attacks become Ice-elemental		
Platinum Sword	10000	Atk +71 Cha +15
Zombie Killer	9000	Atk +77
Increases damage dealt to zombie-type enemies by 50%		
Platinum Spear	10000	Atk+70 Style+46 Block + 9%
Steel Whip	7500	Atk+68

Ice Shield	3800	DEF+31 Guard +6%
- Reduces ice damage by 20%		
Water Robe	8400	Def +48 Magical Might +26 Magical Mending +26
- Reduces fire damage by 20% - Reduces ice damage by 20%		
Silver Mail	5700	Def +52
- Reduces all elemental damage by 8%		
Steel Helmet	6000	Def +41

Story Progression Available

* Becomes available as the story progresses.

NEW GUIDE!

WORLD The bookshelf in a house

Id Guide If you examine it...?

Behind the house located east of the item shop, a tablet fragment is dropped

Private house

is involved in. In front of the door leading to the back of the private house there is a bookshelf

Bookshelf

looking bookshelf, so let's examine it carefully.

NEW GUIDE!

WORLD The armor shop is not available at first

The armor shop in the castle town has equipment

Shopkeeper (major)

with excellent resistances. However, the shopkeeper is in the middle of major trouble

Shop

Because there is such pitiful, the shop seems to be closed for a while.

Story

First, advance the story and solve the problems facing this country.

Problem Solving

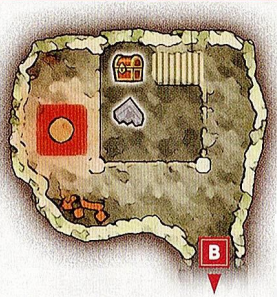
Map Location

Past: Cave of the Dwarves

Mysterious Slate - Blue | 0 | 0 | 2 | No Key 2 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Dwarven Settlement - Entrance 3

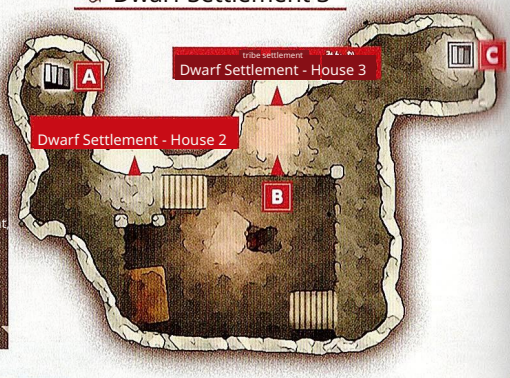
Dwarven Settlement - House ①3



Seed of Life

Life Stone
Sword of Temptation

Dwarf Settlement 3



NEW Treasury

GUIDE: Ethin

There is a treasury in the dwarf settlement
but the dwarves hate humans
therefore, outsiders are not allowed to pass. First,
Let's talk to the elder to earn their trust.

MONSTER LIST

Monster List

Well Demon — Material Family

HP	MP	EXP	G
480	40	450	95

Noble Garb

Tap Devil "Demon Family

HP	MP	EXP	G
168	21	207	60

Magic Water

Brownie — Humanoid fan

HP	MP	XP	G
86	30	174	41

Strong Medicine Seed of Strength

Eliminator — Humanoid family

HP	MP	EXP	G
470	9	382	80

Turban

Terran Liner — Dragon Family

HP	MP	EXP	G
380	20	366	88

Seed of Agility

Cureslime Slime

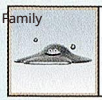
HP	MP	XP	a
480	70	498	98

Strong Medicine

Goodybag — Material Family

HP	MP	EXP	G
240	40	239	525

Ruby of Protection



Liquid Metal Slime — Slime Family

HP	MP	EXP	G
6	999	10050	20

Seed of resilience Happy hat

Bengalcoon Beast

HP	MP	EXP	G
172	39	295	76

Fur Mantle

King Mucho — Humanoid family

HP	MP	XP	G
50040	452		93

Leather kilt

Petit Hero — Nature Family

HP	MP	EXP	G
240	39	392	74

Yggdrasil leaf

Dwarves' Cave - B2F

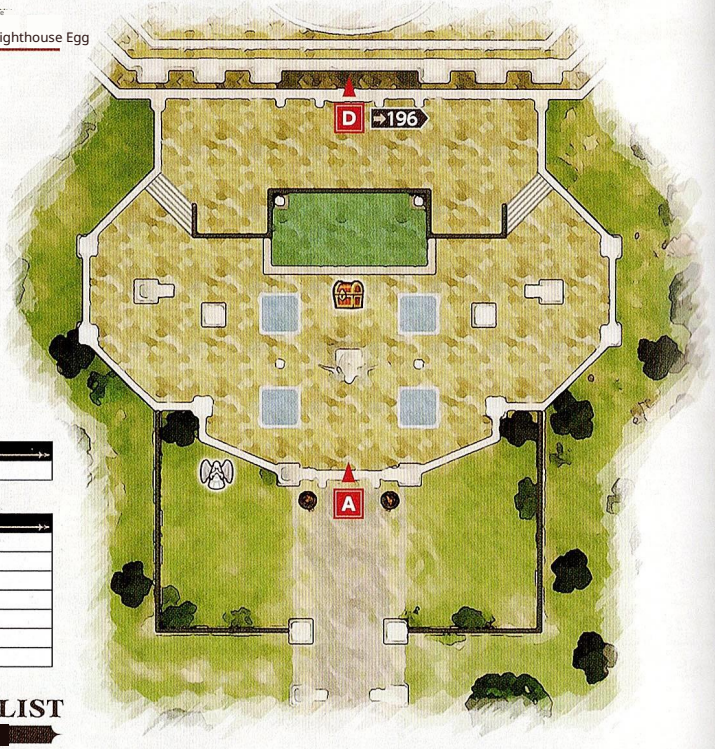
Dwarves' Cave B3F

Past Great Lighthouse

Mysterious Fragment | 1 | 0 | 7 | No key 7 Magic Key 0 | Thief's Key: 0 Ultimate Key 0

Great Lighthouse

Volume Great Lighthouse Egg



Yggdrasil Dew

- Elfin Elixir
- Seed of Agility
- Yggdrasil Leaf
- Solar Fan
- Mini Medal
- Sword of Light
- Magic Armour

MONSTER LIST

Monster List

Well Demon — Material Family

HP	MP	EXP	G
480	40	450	95

Noble's Clothes

King Mucho — Humanoid family

HP M XP G

500 40 452 93

Leather Kilt

Devil Armour — Material Family

HP	MP	EXP	G
460	18	458	97

Small Magic Bottle Iron Armor

Whirlpool King — Elemental Family

HP M XP G

264 30 405 90

Mercury's Bandana Siren Staff

Gold Oak Beast — Family

HP M XP G

422 64 380 100

Gold Bracelet Holy Lance

Terrano Liner Dragon — Family

HP M XP C

380 20 366 88

Seed of Agility

EvilHawk — 鳥系

HP M XP G

384 32 426 120

Mercury's Bandana

Hell Pierrot Demon — Family

HP	MP	EXP	G
330	32	399	88

Silk Hat

Liquid Metal Slime — Slime

HP	MP	EXP	G
6	999	10050	20

Seed of Defense Happy Hat

Eliminator — Humanoid family

HP	MP	EXP	G
470	9	382	80

Turban

Tap Devil — Demon Family

HP M XP G

168 21 207 60

Magic Water

Puppet Man — Material Med

HP	MP	EXP	G
240	20	303	66

Wooden Hat Seed of Magic

Goodybag — Material Family

HP	MP	EXP	G
240	40	239	525

Ruby of Protection

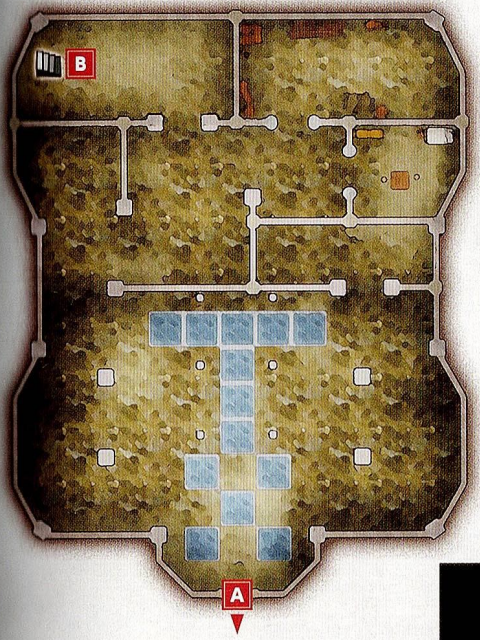
Chopper — Nature family

HP	MP	EXP	G
145	30	388	78

Strong Medicine

Great Lighthouse Chapter

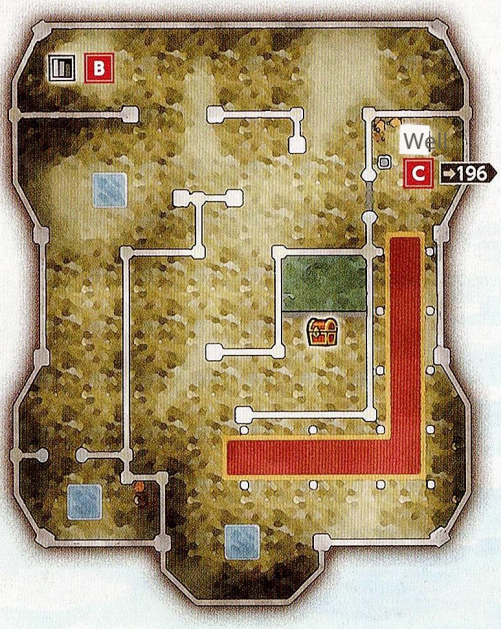
Great Lighthouse - 1st Floor 3



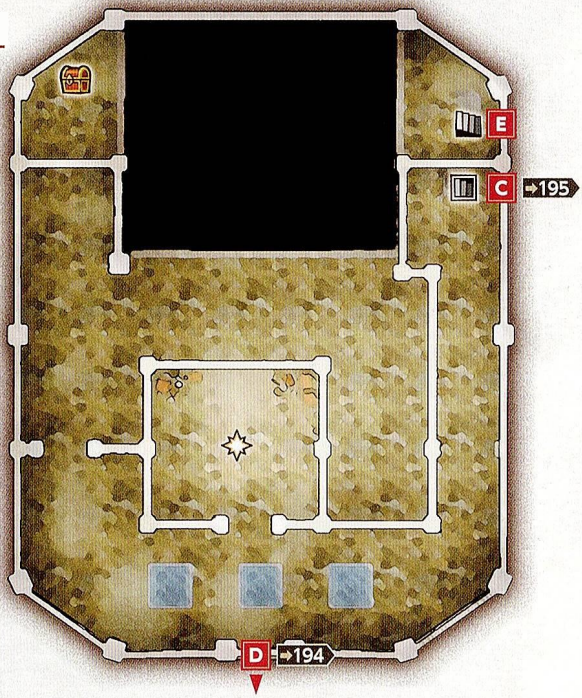
NEW "Great Lighthouse"
WORLD: The inside of the Great Lighthouse is pitch black!
GUIDE!
Great Lighthouse enter
At the stage when you can first enter the Great Lighthouse,
Chapter
the inside is pitch black, and if you want to proceed,
proceed
you will just be returned outside. If there is some
landmark
glowing object that could serve as a landmark,
Internal exploration
it seems possible to explore the inside.

The Beacon Chapter

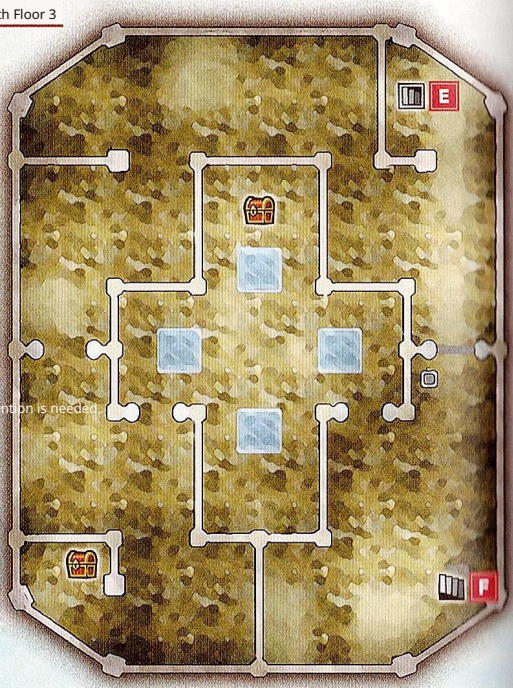
Great Lighthouse 2nd Floor 3



Great Lighthouse - 3rd Floor 3



Great Lighthouse - 4th Floor 3



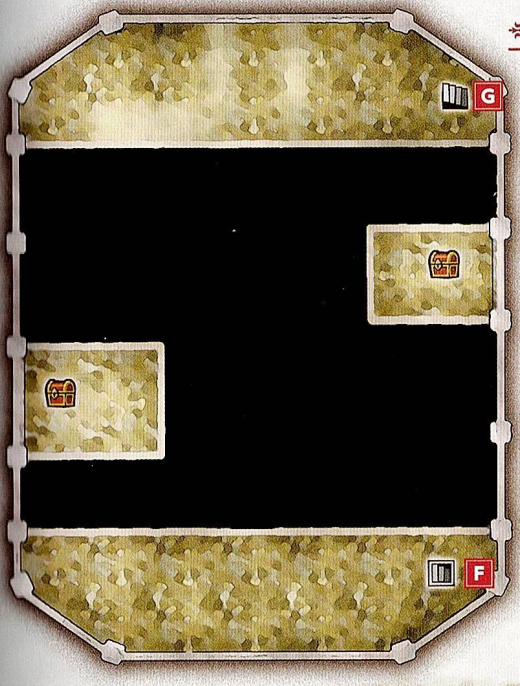
NEW WORLD GUIDE

Get on the moving floor and proceed deeper

On the 3rd and 5th floors, moving along a fixed rou
there are platforms. If you fall into empty space
you will be sent back down to the floor below, so
transfer between the platforms with good timing.
floor platform narrow special attention needed
The platforms on the 5th floor are narrow, so specia ention is needed.

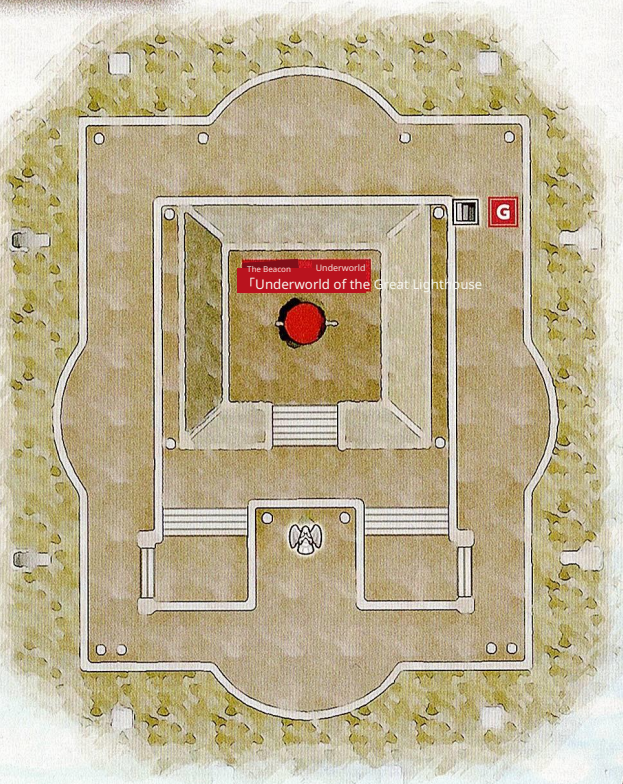
The Beacon Chapter

Great Lighthouse - 5th Floor 3



The Beacon Summit

Great Lighthouse - Summit 35



surroundings
Vicinity Map
Region
Arcadia

Present Costal Area

Seed of Life *
Seed of Faith
Seed of Magic *
Advancing the story
Obtainable
* Appears and becomes obtainable as the story

Hints Map
Location

The Giant of present-day Coastal

Country

None | 1 | 0 | 1 | No Key 1 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Platinum Sword	10000	Atk +71 Cha +15
Zombie Killer	9000	Atk +77
- Damage dealt to zombie-type enemies increases by 50%		
Platinum Spear	10000	ATK+70 Style +46 Block +9%
Demon's Claw	9600	Atk+74 Crit+7%
• 8% chance to envenomate enemies on attack		
Steel Whip	7500	ATK +68

Ice Shield	3800	DEF+31 Guard +6%
• Reduces ice damage by 20%		
Flowing Dress	8400	Def+48 Magical Might+26 Magical Mending+26
Reduces Fire damage by 20% Reduces Ice damage by 20%		
Silver Mail	5700	Def+52
• Reduces all elemental damage by 8%		
Steel Helm	6000	Def+41

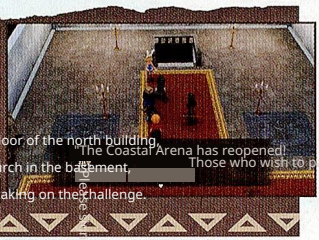
NEW WORLD Underground GUIDE
New World Guide

Underground
Arena

There is an arena!

North Building
1st Floor Center
Stairs Down
Arena Reception
Church
Adventure
Challenge

From the stairs down located in the center of the 1st floor of the north building, you can go to the Arena Reception. There is also a church in the basement, so record your progress in the Adventure Log before taking on the challenge.



The Coastal Arena has reopened!
Those who wish to participate, please go to the reception below

Medical Herb	16
Strong Medicine	48
Special Medicine	90
Antidotal Herb	20
Moonwort Bulb	30
Holy Water	30

Mini Medal

DRAGON QUEST VII → Present Kingdom of Coastal - Arena

Gathering Point
Map
Location

Present Day Kingdom of Costa - Arena

None | 0 | 0 | 0 | No Key: 0 Magic Key: 0 | Thief's Key 0 Ultimate Key 0

NEW WORLD GUIDE! World Guide

Challenge the Arena and get grand commemorative prizes!!

Win the tournament held at the Arena
Then, obtaining a commemorative gift
becomes possible. At first, of the lowest difficulty
Bronze tournament is the only one you can participate in. If you win there,
you will be able to challenge a tournament of one rank higher difficulty
it becomes. The higher the difficulty, the more luxurious the prizes become.
so train your companions and aim to win the tournament. Also,
The number of turns spent during the tournament also greatly affects the rewards.
Winning in as few turns as possible is also important!

Sign up at the reception. The entry fee is free, so feel free to give it a try.

Tournament Rules & Advice

1-on-1 consecutive battles!

Battles are one-on-one. Win the designated number of rounds to become the champion.
Doing so will earn you a commemorative gift. Since you'll be fighting alone, which vocation you challenge it with is important. Combining vocations allows for physical
Make sure you are able to use both physical attacks and spell attacks.

Battles start in a fully healed state!

Every time
Each battle begins with HP and MP at maximum capacity.
In battle, you can unleash powerful attacks one after another without worrying about MP consumption.
Go all out and repeatedly unleash powerful attacks.

The battle ends immediately if you lose!

The great sea is painful
If you are defeated, you will be eliminated from the tournament. The next challenge will start over from the first round of the qualifiers,
and you will not receive any rewards.
However, you can participate as many times as you like, so do not give up and keep trying.

Items in your possession can also be used during battle!

Equipment cannot be changed, but weapons that can be used as items
Tools and consumable items can be used. Be sure to replenish necessary consumable items and the like in advance.

The number of battles differs depending on the difficulty level

Number of times
The higher the difficulty of the tournament, the greater the number of battles.
As the number of enemies you fight increases, having a wide variety of available skills and spells becomes a greater strength at higher difficulty levels

The fewer moves you take, the better the rewards!

Low number
The prize is awarded for taking fewer turns in battle.
You can obtain items of good quality. If you meet the acquisition requirements, you can obtain multiple commemorative items at once. The commemoration of the first
The commemorative gift can be received upon your first victory regardless of the number of

Tournaments by Difficulty
Tournament Data by Difficulty Level

Bronze Cup

Number of Battles
Number of Battles: 3

Souvenir List

First Clear: Seed of Strength	
Within 20 turns: Yggdrasil Dew	
Within 15 turns: Dragon Shield	
Within 10 turns	Falcon Blade

Combination	Opponent	Quick Advice
Qualifying Round 1	Confident Soldier Pipapu	If Pipapu casts "Buff" (Sukara), switch to spell attacks instead of physical attacks to deal damage more efficiently.
Semi-finals	Swindler Kodoso	Kodon is resistant to physical attacks, so it is easier to defeat them if you have a vocation that can use spell attacks. Woosh-type and Bang-type sp
Finals	Show-off Hero Rogokori	Sometimes acts twice per turn. Crack-type spells are highly effective. Use Burst to deal massive damage all at once and defeat them quickly.

Silver Cup

Number of Battles: 5

Prize: Souvenir List	
First clear	Seed of Life
Within 25 turns: Elfin Elixir	
Within 20 turns	Mighty Armlet
Within 15 turns	Dragon Killer

Combination	Opponent	Quick Advice
Qualifying Round 1	Indomitable Soldier	Parameters have increased compared to the Bronze Cup, and offensive skills have also increased. It is recommended to equip the
Preliminary Round 2	Pipapu, Bodyguard, Azmera	Woosh-type spells are highly effective. Since the enemy uses 'Thwack' and attacks that cause paralysis, increase your resistance
Quarterfinals	Undefeated Fighter	Critical hits occur frequently, and attacks that cause charm are also used, so prepare a means of restoring HP. Be sure to al
Semi-finals	Bemun Magic Professor	Kuraja's attacks center around Frizz-type spells and 'Boom.' You should defeat him quickly before he uses 'Kafrizz,' which bound
Finals	Kuraja Strong-armed Villain Muzzle	If 'Fizzle' is used, refrain from using spell attacks. Since critical hits occur easily, keep your HP near maximum.

Gold Cup

Walk walk... Number of battles: 7

Prize: Souvenir List	
First clear	Seed of Skill
Within 35 turns	Hero Belt
Within 28 turns	Hannya Mask
Within 20 turns	Gringham Whip

Combination	Opponent	Quick Advice
Qualifying Round 1	Desperate Soldier, Pipapu	Now uses "Magic Barrier" as well. Overpower them with high power ski Once again, the Cactiball Heart is highly effective.
Preliminary Round 2	Great Bandit Letokanka	Acts twice per turn. It's troublesome as it also has attacks that cause pa Since its max HP is on the lower side, attack all at once with high-power
Qualifying Round 3	Crimson Warrior Bansai	Lowers your defense with "Helm Splitter". Be careful of your remaining HP, as the "Falcon Slash" frequently used during bursts
Qualifying Round 4	Genius Mage Lumie	Uses "Snooze" and "Fuddle". Increase your resistance with equipment so you don't become incapacitated by status ailments.
Quarterfinals	Swordmaster Vizoe	Vizoe gradually recovers HP every turn with "Reheal". His attack power is also high, so heal your HP frequently.
Semi-finals	Nameless Hero	Acts up to twice per turn. During bursts, its HP recovers little by little, and its defense also rises sharply. Prepare for the worst w
Finals	King of Coastal	Acts up to 3 times. In preparation for the 'Madante' cast by King Costal, make sure to cast 'Mahokanta' or 'Angel's Protection'.

Furthermore!

Additional DLC Arena

In 'Path to Legend',

Demon Lord

those legendary Demon Lords

can be challenged!!

Of the additional paid DLC

Purchase the Arena "Road to Legend"

and the legends appearing in the Erdrick (Loto) Trilogy

will be available to fight in the Arena.

Super Luxurious Rewards

Defeat them to get super luxurious rewards!

Let's use. The arena "Path to Legend",

go to the arena in the country of Coastal.

can be played at the timing when you

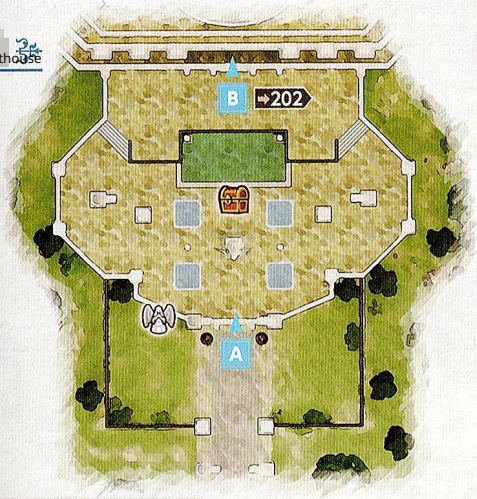
are able to, but the strength of the Demon Lords is the highest

class. It is truly the most difficult end-game

content. You probably will not be able to win

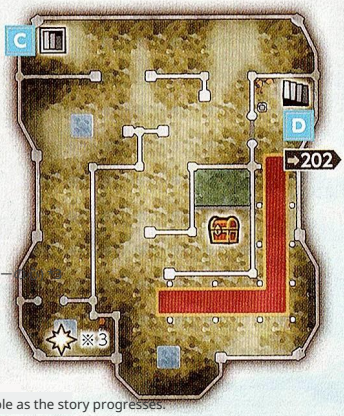
unless you train considerably...

The Beacon
Great Lighthouse



Great Lighthouse
Great Lighthouse 1st Floor

The Beacon
Great Lighthouse - 2nd Floor



Rockbomb shard (命の石) *3
Killer stalker heart (キラーストーカー)
Seed of agility (すばやさのたね) *3
Mini medal (ちいさなメダル) 3
Seed of strength (ちからのたね) 3
Heart of Clobalsa *3
Seed of Magic *3

Advancing the story
Obtain
#3 Appears and becomes obtainable as the story progresses.

MONSTER LIST

Monster List

Uncle Horn Demon Family

HP	MP	EXP	G
580	35	505	100

Seed of Life

Material Family

Cumulus Rex

HP	MP	EXP	G
475	30	498	89

Noble Garb

Demon Family

Hell Clown 1※

HP	MP	EXP	G
330	32	399	88

Top Hat

Material Family

Devil Armor※2

HP	MP	EXP	G
460	18	458	97

Magic Water Iron Armour

Slime Family

Liquid Metal Slime

HP	MP	EXP	G
6	999	10050	20

Seed of Defence Happy Hat

Material Family

Puppet Man

HP	MP	EXP	G
240	20	30366	

Wooden Hat Seed of Magic

Baby Cloud Elemental Family

HP	MP	EXP	G
237	26	388	72

Leather Hat

Dragon Family

Lizardman

HP	MP	EXP	G
580	24	492	94

Steel Sword

Demon Family

Living Statue

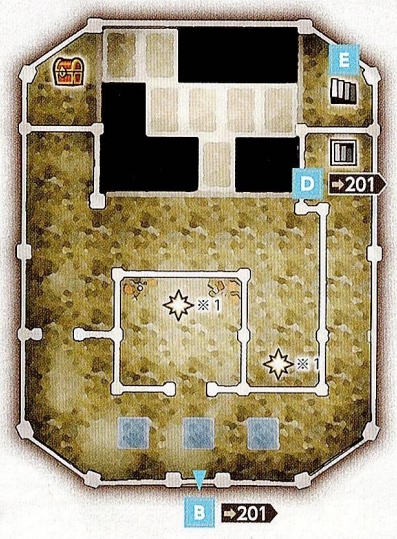
HP	MP	EXP	G
528	33	486	91

Assassin's Dagger

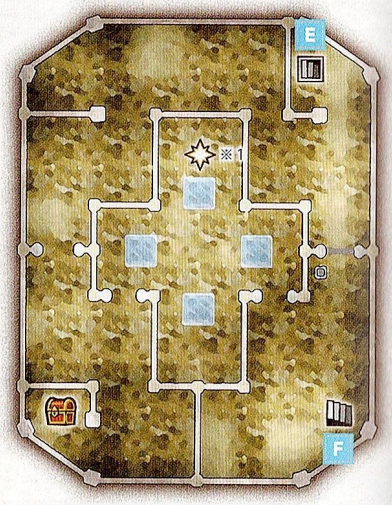
Appearance Area
※1 As the story progresses, it will no longer appear.
*2 As the story progresses, it will appear.

Life Stone
Seed of deftness
Seed of Resilience
Seed of Magic
Kamikaze Bracer

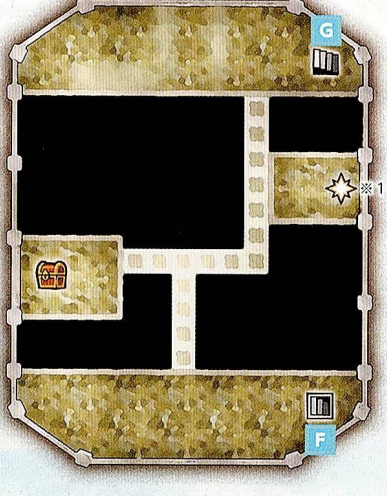
Great Lighthouse Chapter
Great Lighthouse - 3rd Floor 3



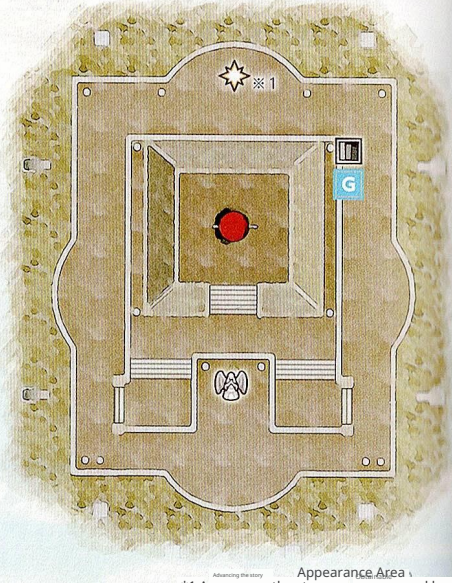
Great Lighthouse Chapter
Grand Lighthouse - 4th Floor



The Beacon Chapter
Great Lighthouse - 5th Floor 3



The Beacon Summit
Grand Lighthouse - Summit



NEW WORLD GUIDE

Wide
WORLD Items that can be picked up will increase later!

Story
As the story progresses, you will be able to pick up orange sparkles at the Tower of Storms. Don't forget to visit again later!

Drop-once Color

Advancing the story Appearance Area

*1 Appears as the story progresses and becomes ava

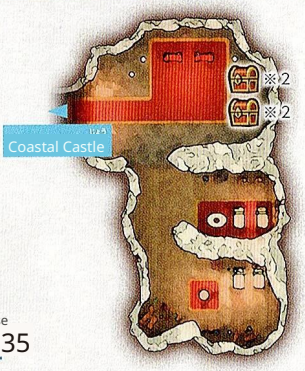
Gathering Point
Map
Location

Present Coastal Castle

None | 2 | 0 | 5 | No Key 5 Magic Key 0 | Thief's Key 0 Ultimate Key 0

Coastal Castle - Weapon Shop • Armor Shop 3

Coastal Castle - Throne Room



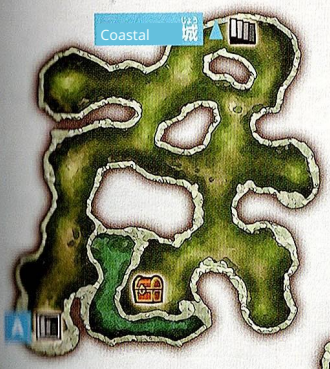
Coastal Castle • House 35

Private House

Sword of Dia	14000	Attack +97	
Reduces the defense of all enemies slightly			
Shoulder	5700	ATK+34 Style+56	
6% chance to paralyze the enemy when attacking			
Sage's Staff	13000	Atk+51 Mag+56 Mnd+42 Abs+11%	
Reduces breath damage for all allies when used in battle			

Dragon Shield	4500	Defense +35 Guard +6%	
Reduces fire damage by 15%		Reduces ice damage by 15%	
Slime Armor	13200	Def +70	
Viking Helmet	4000	HP+5 Def +30	

Dwarves' Cave - B2F



Life Stone
Seed of deftness
Mysterious Armor ※2
Mini Medal 2 ※
Seed of Strength

Advancing the story
※2 Appears as the story progresses
Obtainable
and becomes obtainable.

Mini Medal

MONSTER LIST

Monster List

Goldman *3 — Material Family

HP	MP	EXP	G
780	16	660	1500

Gold Bracelet

Sand Worm *3 — Nature Family

HP	MP	EXP	G
320	20	736	144

Antidotal Herb Tortoise Shell

Jellyman *3 — Material Family

HP	MP	EXP	G
360	44	540	98

Silver Mail

Giant Toad 3 ※ — Nature Family

HP	MP	EXP	G
259	35	404	97

Special Medicine Magic Vial

Liquid Metal Slime *3 — Slime Family

HP	MP	EXP	G
6	999	10050	20

Seed of resilience Happy hat

Advancing the story
Appearance Area
※3 Appears as the story progresses.

NEW GUIDE

WORLD: As the story progresses

Monsters appear!

As the story progresses, monsters will appear in the underground area.

Treasure chests will also be added to the throne room. Be sure to check the

Dwarf Cave - B3F 34

Vicinity Map
Region

Counter 現代

Coral Cave Region

Base Map
Location

Present Coral Cave

Mysterious Slate - Gold | 0 | 0 | 3 | No Key 3 | Thief's Key 0 | Magic Key 0 | Ultimate Key 0

MONSTER LIST

Monster List

Whirlpool King · Elemental Family
HP M XP G
264 30 405 90
Mercury's Bandana Siren Staff

Ghost Sea Slug · Nature Family
HP M EXP G
102 0 173 40
Antidotal Herb Magic Water

Slimecicle · Slime

HP	MP	EXP	G
172	42	386	84

Special Medicine Slime Earrings

Elephroper Nature

HP	MP	EXP	G
518	50	644	140

Seed of magic

Wind Sickles · Element Family

HP	MP	EXP	G
114	28	188	48

Medicinal Herb Magic Water

Deathcrab Nature

HP	MP	EXP	G
220	24	424	105

Bronze Knife

King Toad · Nature Family
HP MP EXP G
259 3 4 97
Strong Me Magic Water

Charging Fish · Natural Wine

HP	MP	EXP	G
108	24	178	42

Medicinal Herb

Piranian · Nature Book

HP	MP	EXP	G
273	36	413	102

Medicinal Herb Bronze Knife

Merman · Nature Family

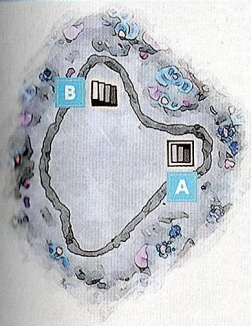
HP	MP	EXP	G
360	32	266	70

Tortoise Shell

Life Stone
Seed of deftness
Dragon Mail

How Underground
Coral Cave · Basement 2 ①

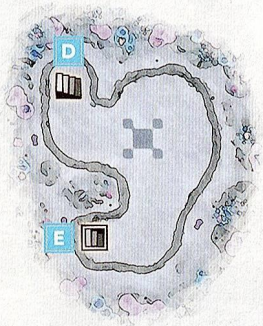
Coral Cave - B1F ① 3



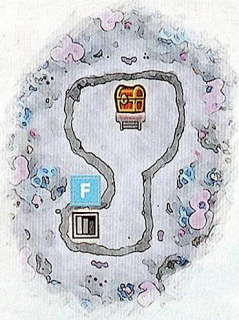
Coral Cave (South) 35

Coral Cave (North) 3

Coral Cave - B2F ②



Coral Cave - B1F ②



Coral Cave - B2 ③

Coral Cave - B1 ③

Present Sacred Altar

Hints Map Location

None | 0 | 0 | 0 | No Key: 0 Magic Key: 0 | Thief's Key 0 Ultimate Key 0

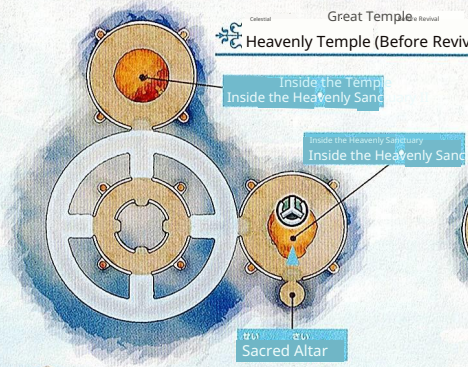
Sacred Altar 3

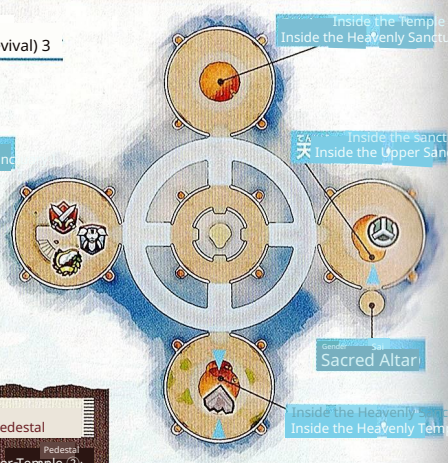
Present Heavenly Temple

Base Map Location

Mysterious Fragment | 0 | 0 | 0 | No Key: 0 Magic Key: 0 | Thief's Key 0 Ultimate Key 0

Great Temple
Heavenly Temple (Before Revival) 3





NEW GUIDE

WORLD: Collect the Blue Mysterious Fragments and place them on the pedestal

Stone Tablet Pedestal

There is also a stone tablet pedestal inside the Upper Temple. Collect through adventure

This is where you fit the Mysterious Stone Tablet (Green). Fit the Stone Tablet fragments collected during your adventure into the pedestal to complete t

Complete the Stone Tablet

Go to the world

Great Temple
Heavenly Sanctuary (Post-Resurrection)

Bikiller	9000	Atk +77
Damage dealt to Zombie-type enemies increases by 50%.		
Sword of Light	10000	Atk+80 +22
Attacks with this weapon [illegible] come Light-attribute. When used in batt		
Beast Claw	11600	A[illegible]+86 Crit+[illegible]%
10% chance to heavily poiso[illegible] the enemy when attacking. Damage d		
Damage dealt to Beast-type enemies inc		
Staff of Divine Wrath	8000	Atk+43 Magical Might+44 Magical Mending+25 Crit+10%
When used in battle, it slices 2-5 enemies with vacuum blades		
Sage's Staff	13000	Atk+51 Magical Might+56 Magical Mending+42 Absolute Hit+[illegible]
When used in battle, reduces breath damage for all allies		

Wind Spirit Shield	6000	Def+37 Block+6%
• When used in battle, it banishes all enemies beyond the light. • Reduces Wind damage by 20%.		
Power Shield	11000	Def+40 Guard+7%
		Def+40 Guard+7%
Restores 94 HP when used in battle.		
Flowing Dress	8400	Def+48 MagMgt+26 MagMng+26
• Reduces Fire damage by 20% Reduces ice damage by 20%		
Magic Armor	9000	Def+54 MagMgt+19 MagMng+19
- Reduces all elemental damage by 10%		
Pick-Pocket	7800	Def +62
- Reduces fire damage by 15%		- Reduces ice damage by 15%
Steel Helmet	6000	Def+41

Medicinal Herb	16	Antidotal Herb	20
Medicinal Herb	48 Chimaera Wing		25
Medicinal Herb	90	Holy Water	30

NEW WORLD GUIDE!

After restoration

The shop opens after restoration!

Heavenly temple complete state

When the Heavenly Temple is in its complete state, t[illegible] shops will open. Be sure to purchase superior weapons and ar[illegible]

Surroundings

Vicinity Map

Region

Past: Around the Holy Lake

It consists of the surrounding area of Folrod, which avoided destruction due to a broken bridge, and the region of th[illegible]o islands.

MONSTER LIST

Monster List

Automaton — Machine family

HP	MP	EXP	G
84	10	40	36

Iron Axe

She-slime — Slime Family

HP	MP	EXP	G
35	0	20	19

Medicinal Herb

Crested Viper — Dragon Family

HP	MP	EXP	G
36	12	24	22

Moonwort Bulb

Surprise Satan — Demon Family

HP	MP	EXP	G
40	15	34	30

Antidotal Herb

Fairy Rat — Nature Family

HP	MP	EXP	G
34 18 27			21

Medicinal Herb

Frogger — Nature Family

HP	MP	EXP	G
48	10	26	23

Medicinal Herb Magic Water

Muddy Hand — Zombie Family

HP	MP	EXP	G
35	9	20	14

Holy Water

Life Stone

Seed of Faith

Seed of Resilience

Gathering Point Map Location

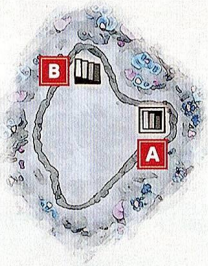
Past Coral Cave

Mysterious Slate - Gold | 0 | 0 | 3 | No Key 3 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

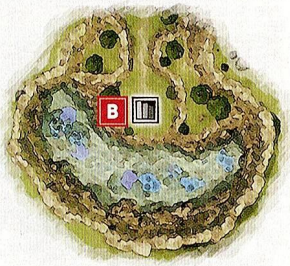
Siren's Staff
Pink Pearl
Seed of Magic

Coral Cave B2F ①

Coral Cave B1F ①

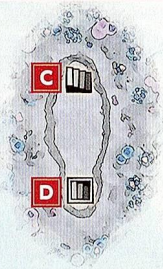


Coral Cave (South) 3



Coral Cave (North)

Coral Cave B1F ②



MONSTER LIST

Monster List

Whirlpool King — Element
HP 264 | MP 30 | EXP 405 | G 90
Gale Bandana | Ocean-Roaring

Elephroper — Nature
HP 518 | MP 50 | EXP 644 | G 140
Seed of Magic!

Ghost Sea Slug — Nature Family
HP 102 | MP 0 | EXP 173 | G 40
Antidotal Herb | Magic Water

Wind Sickles — Element
HP 114 | MP 28 | EXP 188 | G 40
Medicinal Herb | Magic Water

King Toad — <Nature
HP 259 | MP 35 | EXP 404 | G 97
Special Medicine, Magic Water

Slimecicle — Slime
HP 172 | MP 42 | EXP 386 | G 84
Special Medicine, Slime Earrings

Deathcrab — Nature
HP 220 | MP 24 | EXP 424 | G 105
Bronze Knife

Charging Fish — -Nature
HP 108 | MP 24 | EXP 178 | G 42
Medicinal Herb

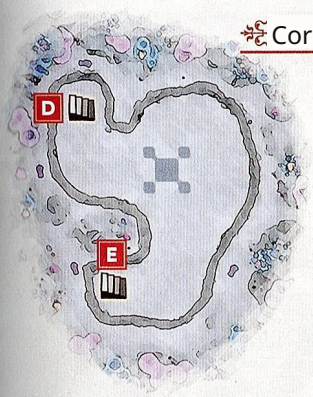
Piranian — Nature
HP 273 | MP 36 | EXP 413 | G 102
Medicinal Herb | Bronze Kni

Merman — Nature
HP 360 | MP 32 | EXP 266 | G 70
Tortoise Shell

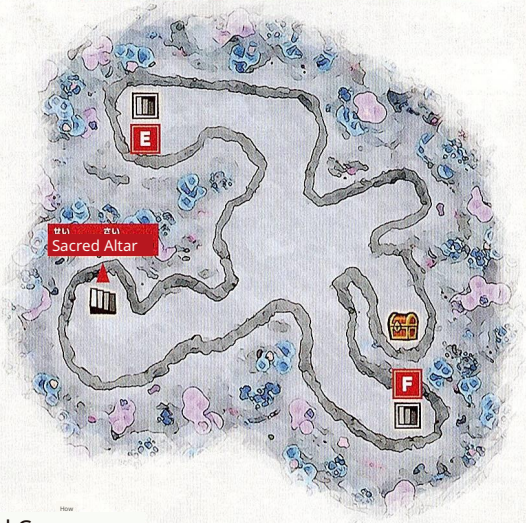
NEW
WORLD Terrified of Monsters GUIDE! Ghost
Let's save the ghosts

A ghost terrified of monsters is on Basement 1F ②. Mo
remove the cause of the monsters appearing to put th
. In return, you will receive a valuable item.

Coral Cave - B2F ②



Coral Cave - B1 ③



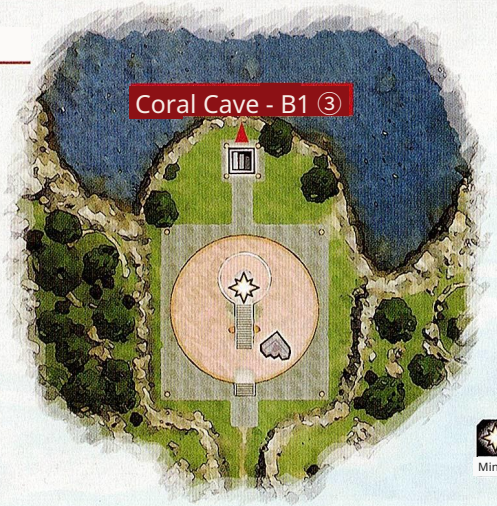
Coral Cave - B2F ③

Hints
Map
Location

Past: Holy Altar

Mysterious Fragment | 1 | 0 | 0 | No Key 0 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

Holy Altar 3



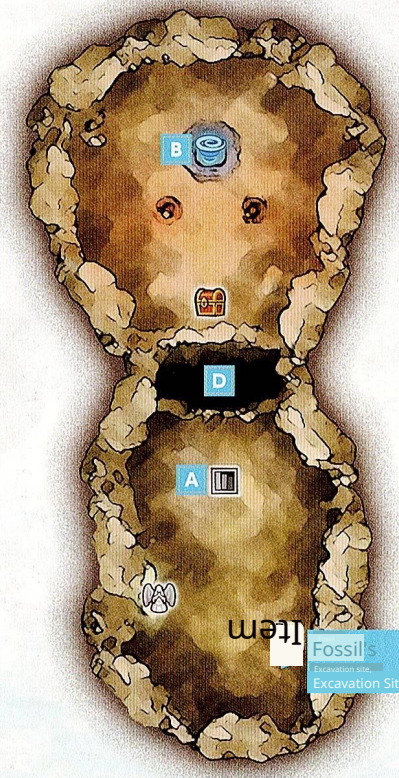
Mini Medal

Hints Map Location

Present: Excavation Site Cave

None | 1 | 0 | 1 | No Key 1 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Excavation Site Cave - B1F



Mini Medal

NEW

WORLD Located at the Fossil Excavation Site

Use the church in the tent!

As the story progresses, a cave is discovered at the fossil excavation site.

The sister inside the tent assumes the role of the church,

so it is a good idea to save your progress in the Adventure Log before enterin

Excavation Site Cave - Basement 2

*1 From Basement 1,

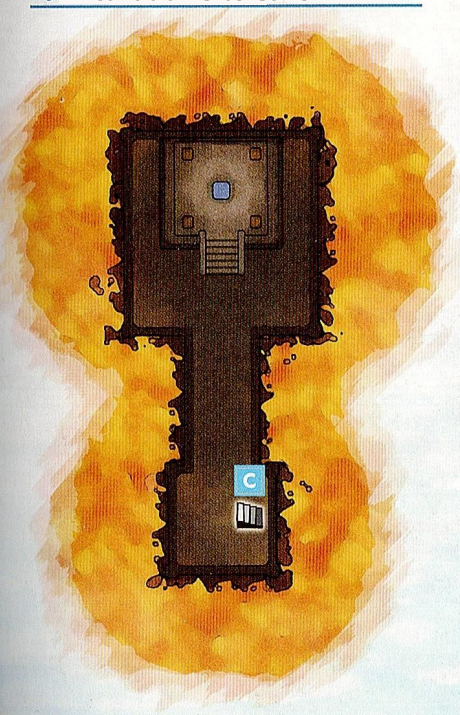
One-way movement

You can move via a one-way pa

Excavation Site Cave - B3F 3

*2 From B2F,
You can move via a one-way path.

Excavation Site Cave - B4F



MONSTER LIST

Monster List

Demon Priest — Demon Family

HP	MP	EXP	G
515	66	683	144

Lightning Staff Seed of Faith

Jellyman — Material Family

HP	MP	EXP	G
360	44	540	98

Silver Mail

Terrano Liner Dragon Family

HP	MP	EXP	G
380	20	366	88

Seed of Agility

Rockbomb — Material Family

HP	MP	EXP	G
680	40	559	110

Stone of Life, Kamikaze Bracer

Liquid Metal Slime — Slime Family

HP	MP	EXP	G
6	999	10050	20

Seed of resilience Happy hat

ProtoKiller — Machine Family

HP	MP	EXP	G
316	20	559	110

Battle Axe

Hell Viper — Dragon Family

HP	MP	EXP	G
288	20	551	115

Poison Moth Knife

Reno Fighter (Beast Family)

HP	MP	EXP	G
72020	699	130	

Fur Hood

NEW GUIDE!

WORLD Black stone tablet pedestal

New World

If you complete it...!?

Black

Tablet Pedestal

Completion

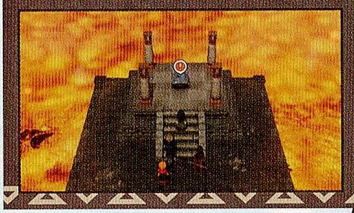
Black

Black Fragment

Journey

Tablet Guide

Let's visit the Tablet Guide in the Mysterious Shrine.

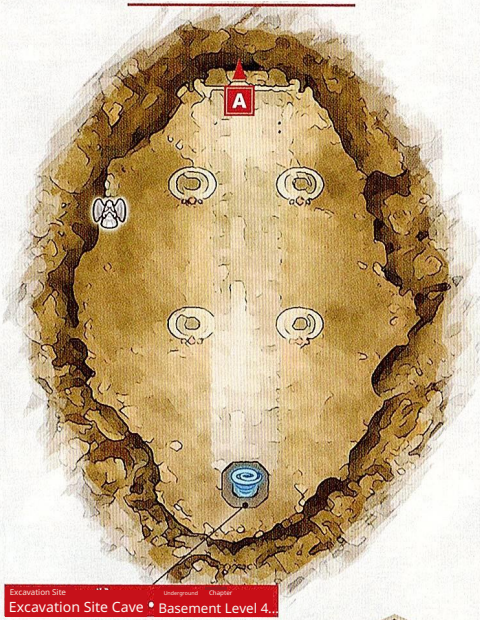


【Hint Map Location】 Past: Dark Established Shrine

None | 0 | 0 | 6 | No Key: 6 / Magic Key: 0 | Thief's Key 0 / Ultimate Key 0

Kuukan — Great Temple

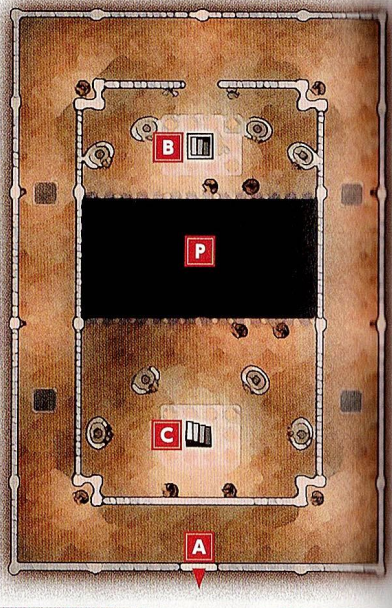
Dark Established Shrine 3



Excavation Site — Underground — Chapter
Excavation Site Cave • Basement Level 4...

Kuukan — Great Temple — Chapter

Dark Established Shrine - 1F 3



NEW GUIDE!

The path leading to the stairs to WORLD 2F is...!?

Stairs — Location

Even when trying to go to the location of the stairs leading up to the 2nd floor
In front, giant

"No. It seems we must somehow cross the giant hole in front of us... Let's look closely at the hole to see if there's anything unusual."

MONSTER LIST

Monster List

Demon Priest — Demon Family
HP M[illegible] XP [illegible] G
515 66 683 144
Staff of Divine Radiation, Seed of Faith

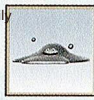
EvilHawk — 鳥系
HP M[illegible] XP G [illegible]
384 32 426 120
Mercury's bandana

Orc Devil — Beast Family
HP M[illegible] XP G [illegible]
624 23 697 134
Iron Armour

Hell's Sentinel — Humanoid family
HP M[illegible] XP G [illegible]
312 18 549 109
Fur Hood, Seed of Deftness

King Cureslime (Slime Family)
HP M[illegible] XP G [illegible]
390 200 559 106
Yggdrasil Dew

Time Sage (Demon Family)
HP MP EXP G
4600 999 2528 480
Time Master's Heart



Liquid Metal Slime (Slime Family)
HP M[illegible] XP G [illegible]
6 999 10050 20
Seed of Defence Happy Hat

Fire Kid — Element Family
HP M[illegible] XP G [illegible]
280 25 551 103
Kitty Shield

ProtoKiller — Machine family
HP MP EXP G
316 20 559 124
Battle Axe

Baby Cloud (Element Family)
HP MP EXP G [illegible]
237 26 388 72
Leather Hat

Hell Viper — Dragon
HP MP EXP G
288 20 551 115
Poison Moth Knife

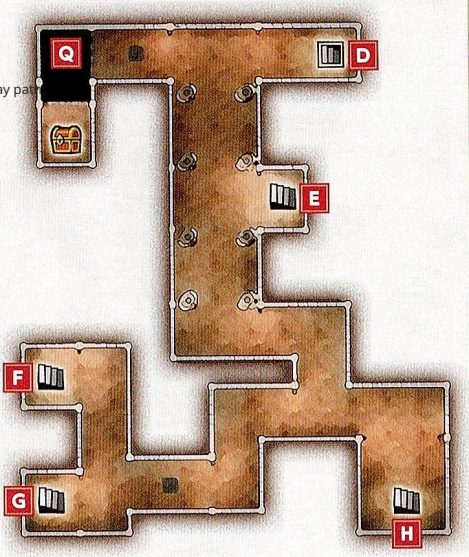
Maki-Maki — Demon
HP MP EXP G
1200 64 732 135

Metal Slime Slime
HP MP EXP G
4 20 2010 65
Seed of Resilience

Demon Space Shrine - B1F

※1 From the 1st floor,
You can move via a one-way pat

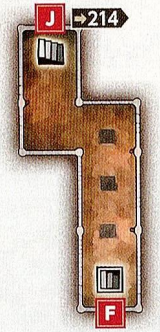
Demon Spacetime Temple - 3F 3

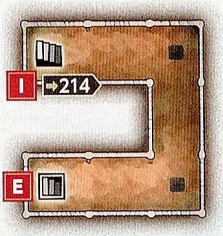


Demon Spaceway - 2F

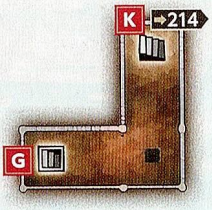
From the 23rd
You can move via a one-way path.

Demon Spacetime Temple - 4F 3





Shadow Satan He
Your Robe
Sword of H
(Mimic)

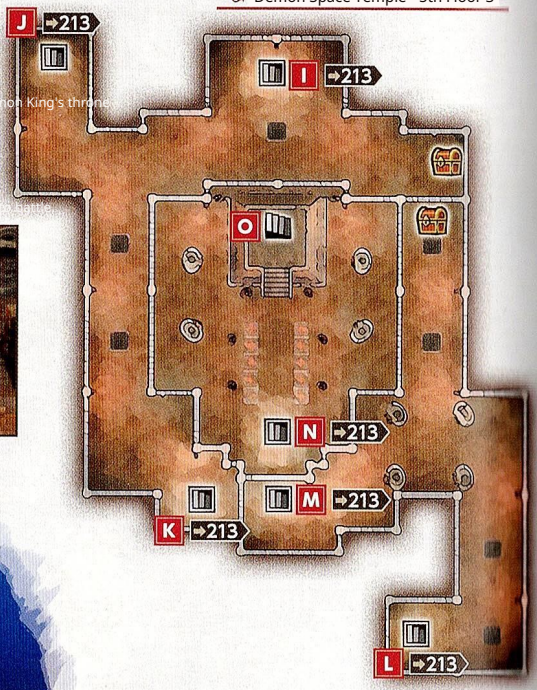


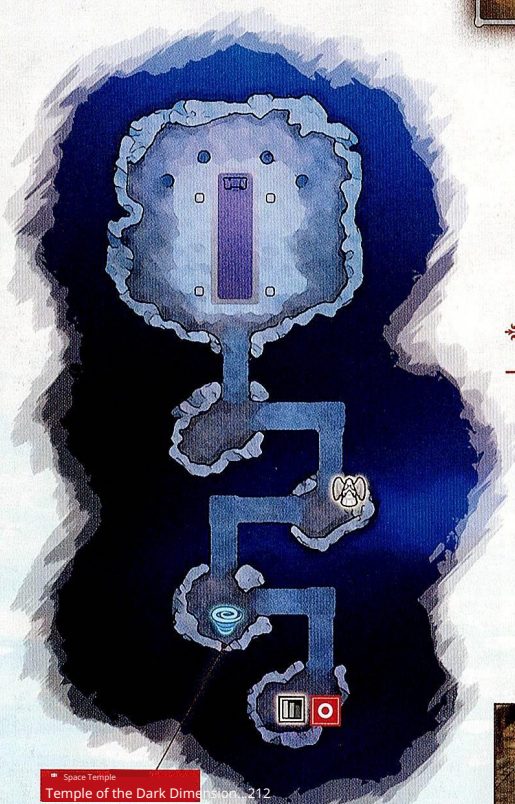
NEW GUIDE!

WORLD Prepare yourself before challenging the Time Master

On the 5th floor, just before the stairs leading to the Demon King's throne, the Time Master located there is quite formidable.
along with the two Makimaki that appear as compan
Since it must be done, make sure to properly
Let's make preparations and get ready before headi

Demon Space Temple - 5th Floor 3





Great Temple
Temple of the Magical Space
Demon Lord's Throne

Space Temple
Temple of the Dark Dimensions 212

NEW GUIDE!

WORLD: To the entrance via the Travel Gate
You can return!

Demon Lord's Throne Enter the Travel Gate
When you enter the Travel Gate at the Demon Lord's Throne, you
Return to the Demon Space Temple
which is the Demon Space Temple. After that, the Demon Space
Temple Travel Gate appears
A travel door will also appear in the temple, so to the deepest pa
Demon Lord's Throne Directly
you will be able to go directly to the Demon Lord's throne locate

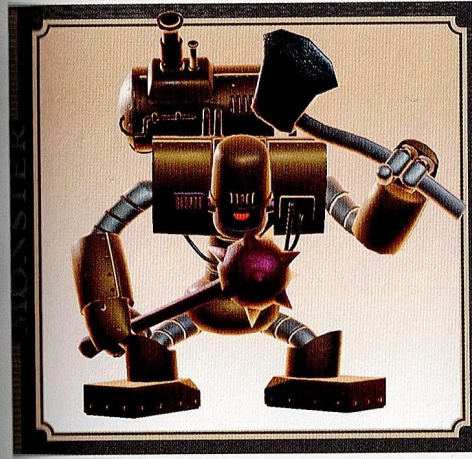
Demon Family

Medil's Envoy

Weakness

Kasnooze Fizzle
Frizzle Kaswoosh

Since they will seal your spells with "Fizzle", recovery i-
mid spell attack
I want to prepare plenty of items. During the burst, spell attacks
Since it will be the main focus, use a Magic Shield to increase your spell resistance as a countermeasure. The enemy has
surprisingly high attribute resistance, making spells ineffective. Att with physical strikes, suc



Machine family

Scrap Soldier Strong

弱 Fire Ice Wind Lightning Earth Darkness Light

危 Multislash Desperate Attack
Hatchet Man

At the start of the turn, a random stat is significantly increased or significantly decreased

It acts 3 times, and when it bursts, various effects are granted. The longer the battle drags on, the more of a disadvantage face
Swift Attack Elemental attack
Since they are susceptible, aim for a swift attack. The enemy is to e ental attacks in general
and weak to acid, so attacking with spells is recommended. With ical attacks, be sure to equip a weapon with an elemental attribute.

Material Family

HellClouder

5 Darkness

危 Fizzle, Call for Help
Wind Sickles, Vacuum Wave

Slightly increases lightning resistance

Enemy attacks are primarily wind-based. The Troubadour's 'Melody
Troubadour Wind Melody
Equipping the Gale Shield can reduce damage.
During Attack Protection
Since attacks become more intense during a Burst, once you see the man
2 Recovery
prioritize healing allies. When two Baby Clouds
Area-of-effect Attack
are summoned, defeat them quickly with area-of-effect attacks.

Demon

Cyclops - Strong

5 Lightning, Light, Poison

Desperate Attack

—

Its basic actions are the same as a normal Cyclops.
As a countermeasure against desperate attacks, use 'Kabuff' to increase you
power. Its defense is relatively high, but its poison resistance is low
so you can aim for massive damage with 'Victimizer'.
It is also weak to the Light attribute, making the Sage's 'Kaboom' effective as

Demon Family

Botok

Rain, Water, Earth

Kaswoosh

Venom Mist Scorching Flame

—

Initially, its attacks are primarily Woosh-type, and upon
bursting, it seals the spells of both enemies and allies, and removes our buff
Because actions are easily restricted, counter the enemy's
spells with equipment that has high elemental resistance, and
reflect breath attacks during the burst with the Godhand's 'Tailwind'.

Dragon Fam

Dragon (Strong)

Lightning/Poison

Danger: Fierce Fire, Scorch

—

Soldier

Dragon Fam

Dragon Rider x2

Weak: Earth

Danger: Swoosh, Oomph

—

All enemies are Dragon-type and are weak to
the Earth element. Use the Warrior's 'Dragon Slash' or the E
Efficiently deal da... with the Star's 'Boulder Toss'
...want to deal damage. Dragon Rider
When "Oomph" is cast on
Use the effect of the protagonist's 'Majestics'
It would be good to negate it. Dragon-Strong's B
Counter the breath attacks with the Sage's 'Insulate' (Fuba

Gamadeus

Nature Fa

弱 Thunder Earth

Danger: Kazing, Maelstrom

—

King Toad

Nature Family

Time Thunder Earth

危 Kasnooze, Kasap Song

—

Poison Toad

Nature Fa

弱 Lightning

Danger: Poison Attack, Fizzle Song, Burning Breath

—

All enemies use breath attacks. Right from the start of the battle, prepare breath countermeasures using the Sage's 'Insulatle' and the Godhand's 'Strong Wind'. The minions' attacks have many obstructions, and can easily inflict sleep or paralysis. To ensure Gama -deus also takes damage, use area-of-effect attacks

Using [this], it is recommended to defeat the minions first. When their numbers decrease, Gamadeus prioritizes "Kazing", and The frequency of attacks will decrease. Since defeating Gamadeus is all it takes to win, exploit their weaknesses with attacks like 'Boulder Toss' and lightning to create a situation with few enemies.

Humanoid fami

Barikunaja

Weak Flame

危 Sleep Attack, Paralysis Attack
Confusion Attack, Oomph

Slightly increases Attack Power

It unleashes status ailment attacks to seal your actions. Put a Jester in your party and dodge attacks using 'Pratfall'. During a burst, the all-party attack 'Tre -mor' will be used, so having a Paladin with high defense and healing capabilities makes it easier to recover from a pinch.

Time Master

Demon Fami

Kazing, Dazzle

Steal Time

—

Makimaki ×2

Demon Family

Wind and Light

Danger: Fuddlemore, Crackle

—

When it bursts, it stops time, incapacitating everyone except the party members. While time is stopped, only the allies who can move can be targeted for attacks, but if the number of enemies is large, you will be attacked one-sidedly. If the minions are revived, defeat them as a top priority, and use all-target attack spells and abilities to deal damage to the Time Master as well.

Orgodemir

??? Family

Rainwater

Disruptive Wave Eerie Light

Ionazun Inazuma

Slightly increases Attack Power

Slightly increases spell power

Attacks with various elemental skills and spells. Buff effects will be removed by 'Disruptive Wave', so prepare with armor that can reduce all elemental damage. Orgodemir transforms when his HP decreases, and the party's HP remains as is, as the battle transitions to the post-transformation phase.

Orgo Demila (After Transformation)

After Transformation

Weak: Ice/Wind

Vacuum Slash, Fierce Fire

Scorching Flame, Horrific Shout

Attack Power significantly up, Defense significantly down

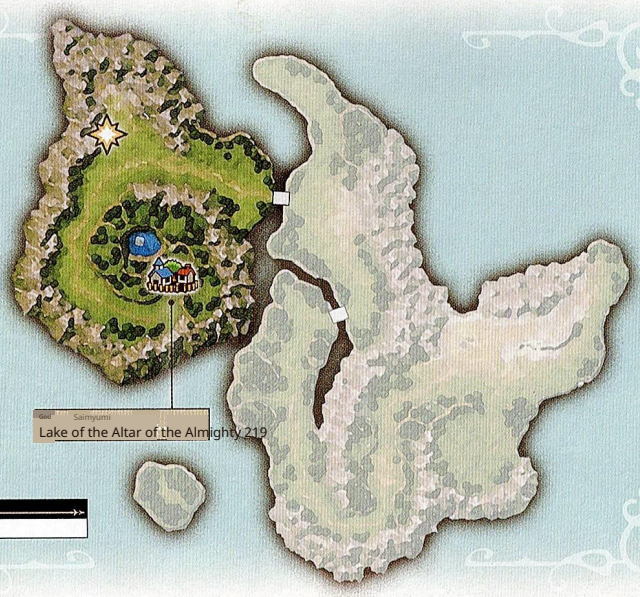
Spell Resistance significantly down, Resistance to negative effects up

In contrast to the pre-transformation state, physical attacks and breath attac Since even more powerful attacks are used during the burst state, breath protection with "Insulatle" (Fubarha) is essential. After transformatio has increased, and they have also become weak to the wind attribute. With t "Grand Cross," you can also aim for massive damage.

Vicinity Map
Region

Present Day

The Yuubaal Tribe's Resting Area (West)



Seed of magic

Gathering Point Map
Location

Present Day: Lake of the Altar of the Almighty

Mysterious Fragment | 0 | 0 | 2 | No Key 0 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 2

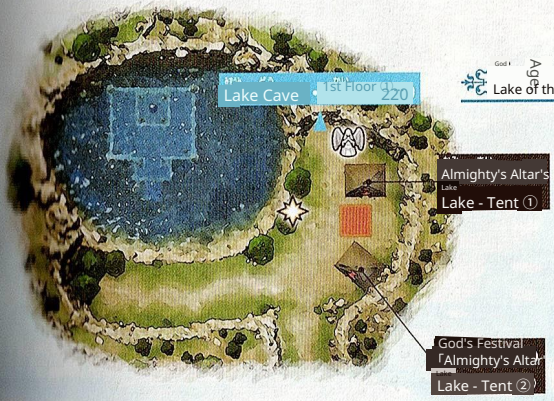
Lake of the Altar of the Almighty 3

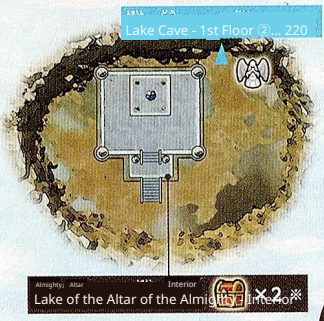
Seed of deftness

Elfin Elixir ※
Holy King's Fan※

※Becomes obtainable as the story progresses.

Lake of the Almighty's Altar (Around the altar after the water recedes) 35





Lake Cave • 1st Floor ① 3

Lake of the Altar of the Alm

Lake Cave • 1st Floor ② 3

Lake of the Altar of God... 219]

Lake Cave - Basement 1st Floor

*If opened in the past then it will be empty.

Contents
10 Gold ※
10 Gold ※
10 Gold ※
200 Gold ※
Prayer Ring ※
Fur Mantle ※
Silver Tray ※
Yggdrasil Leaf ※
Fan of the Stars
Magic Water ※
Seed of Resilience ※
(Empty) *
(Mimic)

Life Stone
Seed of Faith
Seed of Strength
Magic Water
Seed of Magic

MONSTER LIST

Monster List

Uncle Horn (Demon)

HP	MP	EXP	G
580	35	505	100

Seed of Life

Boarboon — Beast

HP	MP	EXP	G
480	38	372	94

Club

Orc Devil — Beast

HP	MP	EXP	G
624	23	697	134

Iron Armour

Gold Golem — Material Family

HP	MP	EXP	G
780	16	660	1500

Gold Bracelet

King Cureslime Slime

HP	MP	EXP	G
390	200	559	106

Yggdrasil Dew

Hell Diver — Dragon Family

HP	MP	EXP	G
624	43	699	140

Dragon Shield

Hell Viper — Dragon Family

HP	MP	EXP	G
288	20	551	115

Poison Moth Knife

Lizardman — Dragon Family

HP	MP	EXP	G
580	24	492	94

Steel Sword

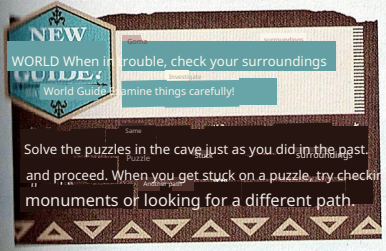
Lake Cave • Basement 2nd Floor ① 3

Lake Cave • Basement 2nd Floor ② 3

Lake Cave • Basement 3rd Floor 3

Lake Cave • B4F ①

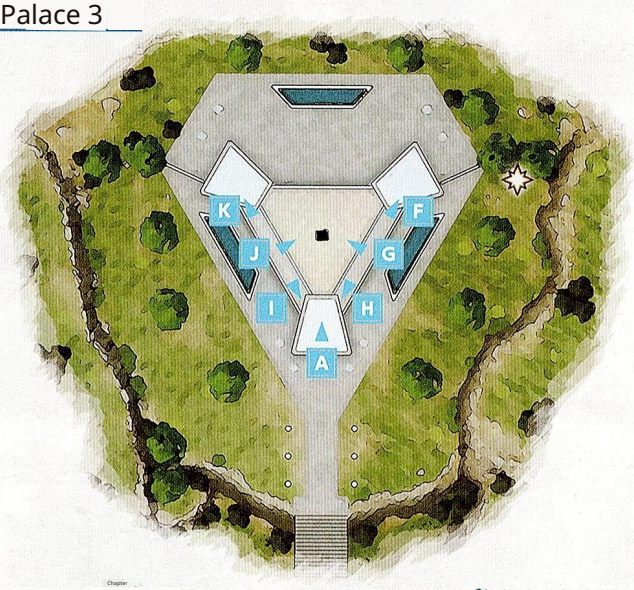
Lake Cave B4F ②



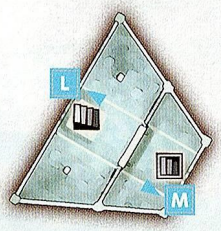
Present Crystal Palace

None | 1 | 3 | 3 | No Key 3 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

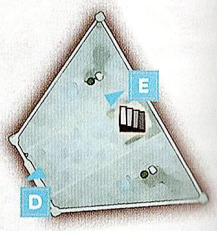
Crystal Palace 3



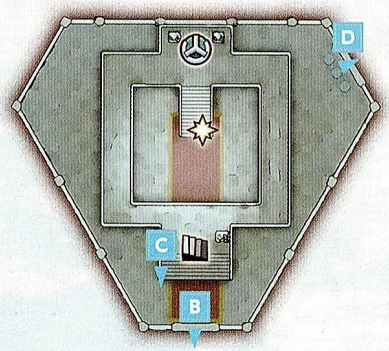
Crystal Palace - 1F ④ G



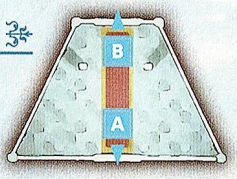
Crystal Palace - 1F ③



Crystal Palace - 1F ② 35



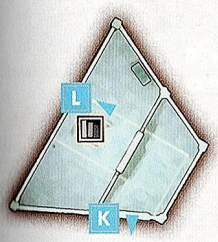
Crystal Palace - 1F ①

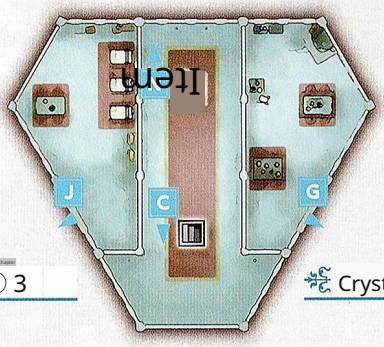


Seed of Life
Glass Slippers

Ultimate Key
[Berserker's Helm
Goddess Staff

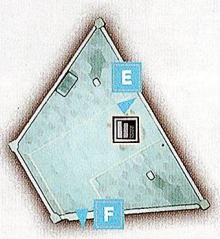
Crystal Palace - 2F ① 3



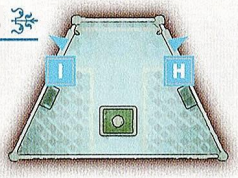


Crystal Palace - 2F ④ 3

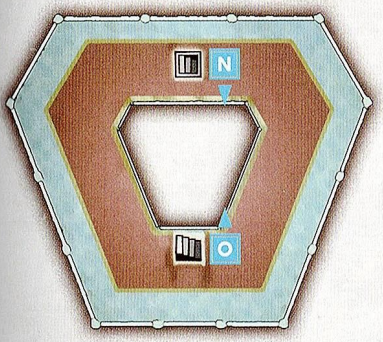
Crystal Palace - 2nd Floor ②3



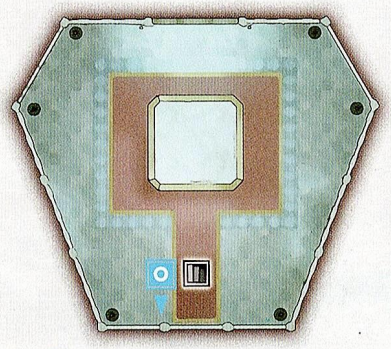
Crystal Palace - 2nd Floor ③



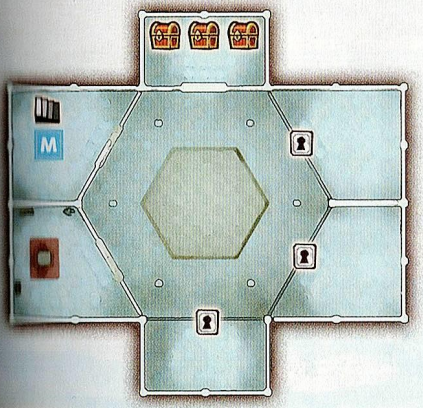
Crystal Palace - 3rd Floor 354



Crystal Palace - 4th Floor 45



Crystal Palace - Basement 1st Floor



NEW WORLD GUIDE

Treasure chest

The treasure chests on the Basement 1st Floor are all valuable

Make sure to get them!

so be absolutely sure to get them. If you advance the story and leave the palace without obtaining them, the next time you can get them will be much later!

The World After the Incident

Due to the effects of the incident on the surrounding and sea areas in the present, they have begun to appear

Information on appearing monsters

Information on the monsters is posted

How to Read the Page

Monster checklist by habitat

Appearing in the present after the incident

Monsters that appear on the modern-day world map after the incident

Listed by habitat. For "Strong" monsters, the word "Strong" is added before their names. For detailed data on each monster, please check pages 226-228

Normal Monster List

Appearing in the present after the incident

Appears on the modern-day world map after the incident

Data for various normal monsters that appear are listed in alphabetical (50-to) orders

Strong Monster List

Appearing in the present after the incident

On page 228, after the incident, the modern-

Strong monsters appearing on the surroundi

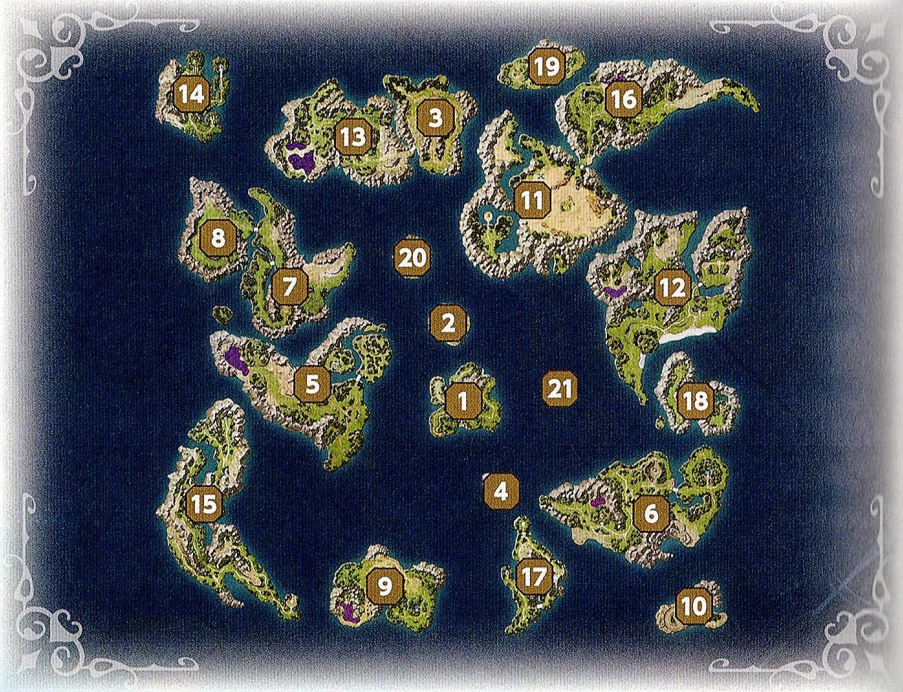
Introducing the monsters. Let's check their ap

Various types

Introduction

Location and position

Checklist of Monsters Appearing in the Present After the Incident by Habitat



1 Estard Island
- Scarewell
- Hell's Sentinel
- Shadow Panther
- Shadow Baby
- Mage Imp

2 Around Woodpalna
- Rockbomb
- Big Moai
- Boar Soldier
- Magic Armor
- Living Statue

3 Around Engow
- Hell Jurassic
- Bone Rider
- Mage Imp
- Mad Falcon
- Rose Butler

4 Nameless Island
- Strong Jellyman - Strong
- Shadow Panther
- Shadow Baby
- Mage Imp

5 Around Orphée
- Demon Priest
- Great Horn
- Shadow Panther
- Shadow Baby
- Boar Soldier
- Boss Troll
- Magic Armor
- Magic Soldier

6 Around Faraday

- Gigant Dragon
- Killer Armor
- Grigondance
- Jellyman
- Skull Knight
- Slime Emperor
- Rockbomb
- Big Moai
- Boar Soldier
- Boss Troll
- Rhino Fighter
- Rose Battler

7 Yubar Tribe's Resting Place

Tribe / Resting place

Surrounding area (eastern part)

Surrounding area (East)

- Izrail
- Dark Bishop
- Behoma Slime
- Strong Cureslime - Strong
- Hell Jurassic
- Hell Beast
- Bone Rider

8 Yubar Tribe's Resting Place

Tribe / Re

Western Vicinity

Vicinity (West)

- Skeleton swordsman
- Magic Armor
- Megasal Rock
- Reno Fighter

9 Around Dharma Temple

Temple Surroundings

- Izrail
- Killer Armor
- Thug Soldier
- Dragometal
- Boss Troll
- Mad Falcon
- Rose Butler

10 Around Mezare

Surroundings

- King Slime
- Golden Slime
- Slime
- She-slime
- King Cureslime
- Liquid Metal Slime
- Bubble Slime
- Healslime
- Metal King Slime
- Metal Slime

Appearance Area

Appears as a monster companion.

11 Around the Desert

Around the Desert

- Skeleton Swordsman
- Goldman
- Sand Worm
- Urnexpected
- Blood Hand
- Mad Falcon
- Living Statue

12 Around Hermelia

Surroundings

- Gigantes
- Great Horn
- [Strong] Gold Golem - Strong
- Satan Mail
- Urnexpected※
- Demon Wrestler
- Dragometal
- Night Lich
- Puppet Man
- Hell Jurassic
- Hell Beast
- Underworld Tactician
- Magic Soldier
- Mimic *
- Lagonne

13 lemoria Leaf Vicinity

Surroundings

- Gigant Dragon
- Hell's Guardian
- Hell's Clown *
- Necrobalsa *
- Liquid Metal Slime
- Big Moai
- Fire Kids ※
- Petit Hero
- Brownie
- Behoma Slime
- Hell Beast
- Strong White Panther - Strong
- Megasal Rock

14 round Mardiras

Surroundings

- Gigant Dragon
- Hell Beast
- Metal King Slime
- Reno Fighter

15 Around Saint Wind Valley

Saint Wind / Around Tani

- Grigorigance
- Satan Mail
- Salamander
- Man o' War
- Slime Emperor
- Strong Hell Jurassic (Strong)
- Boar Soldier
- Magic Soldier
- Living Dead

16 Lebressack Area

- Undead Man *
- Skeleton Swordsman *
- Grigon Dance
- Great Horn
- Grim Rider
- Skull Knight
- Archmage
- Strong Archmage - Strong
- Blood Hand
- Hell Jurassic
- Magic Armor
- Living Dead

17 Around Coastal

Surroundings

- Strong Domajin - Strong
- Sandworm
- Dagon ※
- Terrano Liner
- Baby Cloud
- Lizardman

18 Around Coral Cave

How / Surroundings

- Anklehorn
- Demon Wrestler
- Demon General
- Dragonne

19 Loomin Vicinity

Surroundings

- Gigant Dragon
- Cosmo Phantom
- Salamander
- Numb Slime
- Blood Hand

20 Around Crystal Palace

Surroundings

- Steel Demon
- Dark Bishop
- Lionex

21 Sea

- Whirlpool King
- Eleflooper
- Gyaos
- Gracos V
- King Toad
- Dagon
- Slimecicle
- Death Cancer
- Piranian
- Frog King

Merman

- Mermandine
- Marine Slime
- Red Cyclone

Data on normal monsters that appear in the present world after the cataclysm

Demon Family

Demon Priest

HP	MP
515	66
EXP	G
683	144

Lightning Staff — Seed of Faith

Slime Family

King Slime

HP	MP
300	35
EXP	G
222	56

Seed of Life

Nature Family

Sandworm

HP	MP
320	20
EXP	G
736	144

Antidotal Herb — Tortoiseshell

Slime Family

She-slime

HP	MP
35	0
EXP	G
20	19

Medicinal Herb

Demon Family

Anklehorn

HP	MP
580	35
EXP	G
505	100

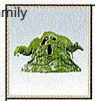
Seed of Life

Demon Family

Grigorigance

HP	MP
396	23
EXP	G
672	163

Magic Water



Material Family

Jellyman

HP	MP
360	44
EXP	G
540	98

Silver Mail

Slime

King Cureslime

HP	MP
390	200
EXP	G
559	106

Yggdrasil Dew

Demon Family

Izrail

HP	MP
872	90
EXP	G
884	220

Infernal Armour

Beast Family

Great Horn

HP	MP
1360	50
EXP	G
920	220

Strength Ring

Humanoid family

Hell's Sentinel

HP	MP
312	18
EXP	G
549	109

Fur Hood — Seed of deftness

Demon

Dark Bishop

HP	MP
1440	90
EXP	G
1046	300

Sage's Staff

Material Family

Scarewell

HP	MP
280	21
EXP	G
145	77

Seed of Strength

Nature Family

Gracos V

HP	MP
880	48
EXP	G
1060	290

Zombie Family

Bone Baron

HP	MP
951	37
EXP	G
1032	240

Noble Garb

Nature Eleme

King Toad

HP	MP
259	35
EXP	G
404	97

Special Medicine — Magic Water

Element Family

Whirlpool King

HP	MP
264	30
EXP	G
405	90

Mercury's Bandana — Sea Roar Staff

Machine family

Steel Demon

HP	MP
1200	30
EXP	G
1200	410

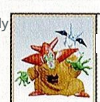
Seed of Strength

Slime Family

Man o' War

HP	MP
440	30
EXP	G
542	120

Shell Helm



Agu

Archmage

HP	MP
1560	100
EXP	G
1072	316

Staff of Salvation

Nature Family

Eleflooper

HP	MP
518	50
EXP	G
644	140

Seed of magic

Slime Family

Golden Slime

HP	MP
900	38
EXP	G
922	2200

Life Ring

Beast Family

Shadow Panther

HP	MP
640	44
EXP	G
933	199

Steel Fang

Natura

Dagon

HP	MP
720	66
EXP	G
935	199

Seed of Life

Demon Family

Gigantes

HP	MP
2200	13
EXP	G
1120	310

Strength Ring — Elfin Elixir

Material Family

Gold Golem

HP	MP
780	16
EXP	G
660	1500

Gold Bracelet

Beast Family

Shadow Baby

HP	MP
318	18
EXP	G
742	160

Special Medicine — Magic Beast Fang

Thug Soldier

HP	MP
205	15
EXP	G
123	78

Iron Armour

Dragon Family

Gigant Dragon

HP	MP
2400	50
EXP	G
1080	314

Demon Armor

Demon Family

Cosmo Phantom

HP	MP
720	40
EXP	G
940	203

Flashy Clothes

Zombie Family

Skull Knight

HP	MP
782	44
EXP	G
952	200

Viking Helmet

Slime

Slimecicle

HP	MP
172	42
EXP	G
386	84

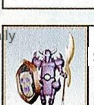
Special Medicine — Slime earrings

Dragon Family

Gyaos

HP	MP
960	53
EXP	G
1080	270

Dragon Mail



Material Family

Satan Mail

HP	MP
950	25
EXP	G
940	228

Magic Water Platinum Mail

Slime Family

Slime

HP	MP
68	100
EXP	G
110	27

Medicinal Herb

Agu

Demon Wrestler

HP	MP
1600	70
EXP	G
918	214

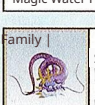
Seed of Strength

Material Family

Killer Armor

HP	MP
880	50
EXP	G
1050	245

Copper Sword



Dragon Family

Salamander

HP	MP
960	32
EXP	G
1036	267

Seed of Strength

Slime Family

Slime Emperor

HP	MP
990	16
EXP	G
870	450

Goddess Ring

Death Cancer

HP	MP
220	24
EXP	G
424	105

Bronze Knife

Dragon Family
Terran Liner

HP	MP
380	20
EXP	G
366	88

Seed of Agility

Humanoid family
Brownie

HP	MP
86	30
EXP	G
174	41

Strong Medicine Seed of Strength

Demon Family
Boss Troll

HP	MP
1420	3
EXP	G
1100	380

Seed of Strength

Slime Family
Metal King Slime

HP	MP
20	999
EXP	G
30300	100

Elevating Shoes

Slime Family
Dragometal

HP	MP
515	100
EXP	G
920	248

Platinum Hea

Zombie Family
Blood Hand

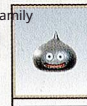
HP	MP
465	50
EXP	G
683	163

Kerplunk Bracer

Demon Family
Mage Imp

HP	MP
370	35
EXP	G
810	160

Magic Water Pot Lid



Slime Family
Metal Slime

HP	MP
4	20
EXP	G
2010	65

Seed of Resilience Seed of Life

Zombie Family
Night Lich

HP	MP
1036	32
EXP	G
1100	450

Seed of Faith

Nature Family
Frog King

HP	MP
1200	38
EXP	G
940	183

Scholar's Specs

Nature Family
Merman

HP	MP
360	32
EXP	G
266	78

Tortoiseshell

Demon Family
Lionex

HP	MP
1060	120
EXP	G
1208	398

Hannya Mask

Material Family
Rockbomb

HP	MP
680	40
EXP	G
559	110

Life Stone Kamikazee Armlet

Element Family
Baby Cloud

HP	MP
237	26
EXP	G
388	72

Leather Hat

Nature Family
Mermandine

HP	MP
790	31
EXP	G
955	195

Iron Claws

Beast Family
Lagonne

HP	MP
1252	27
EXP	G
1080	280

Magic Beast Fang Claws of the Beast

Slime Family
Liquid Metal Slime

HP	MP
6	999
EXP	G
10050	20

Seed of resilience Happy hat

Slime Family
Behoma Slime

HP	MP
480	70
EXP	G
498	98

Special Medicine

Demon Family
Underworld Tactician

HP	MP
950	50
EXP	G
1264	272

Lightning Staff

Dragon Family
Lizardman

HP	MP
580	24
EXP	G
492	94

Steel Sword

Slime Family
Bubble Slime

HP	MP
24	10
EXP	G
16	6

Antidotal Herb

Dragon Family
Hell Jurassic

HP	MP
350	32
EXP	G
720	156

Seed of Agility

Material Family
Magic Armor

HP	MP
880	20
EXP	G
880	207

Magic Water Magic Armour

Demon Family
Living Statue

HP	MP
528	33
EXP	G
486	91

Assassin's Dagger

Material Family
Puppet Man

HP	MP
240	20
EXP	G
303	66

Wooden Hat Seed of Magic

Demon Family
Hell Beast

HP	MP
980	14
EXP	G
945	230

Power Knuckle

Flat Cabbage
Mad Falcon

HP	MP
670	30
EXP	G
900	197

Fan of the Stars

Zombie Family
Living Dead

HP	MP
920	32
EXP	G
747	162

Moonwort Bulb Seed of Life

Material Family
Big Moai

HP	MP
820	15
EXP	G
1036	240

Life Stone Stone Axe

Beast Family
Boar Soldier

HP	MP
1020	25
EXP	G
1025	225

Leather Kilt

Humanoid family
Magic Soldier

HP	MP
690	50
EXP	G
810	180

Strong Medicine

Element Family
Red Cyclone

HP	MP
740	35
EXP	G
945	177

Strong Medicine Magic Water

Nature family
Piranian

HP	MP
273	36
EXP	G
413	102

Medicinal Herb Bronze Knife

Slime Family
Healslime

HP	MP
30	22
EXP	G
28	20

Seed of magic

Slime Family
Marine Slime

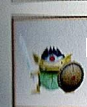
HP	MP
108	30
EXP	G
204	46

Strong Medicine Slime earrings

Beast Family
Reno Fighter

HP	MP
720	20
EXP	G
699	130

Fur Hood



Nature Family
Petit Hero

HP	MP
240	39
EXP	G
392	74

Yggdrasil Leaf

Zombie Family
Bone Rider

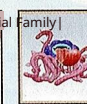
HP	MP
740	50
EXP	G
920	210

Iron Spear

Material Family
Megasal Rock

HP	MP
1000	50
EXP	G
920	207

Life Stone Kerplunk Bracer



Nature Family
Rose Butler

HP	MP
680	36
EXP	G
1045	266

Staff of Slumber

List of Strong Monsters appearing in the present after the anomaly

Strong Domajin - Strong

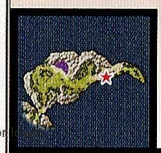
Material Family 249

(Well Demon Heart
・Reduces damage taken by 50% when HP is 25% or

Location: Around Costal

Strong Archmage・Strong

Demon Family 250

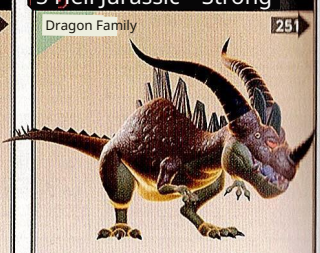


「Archmage Heart ・MP consumption for spells and skills is doub

Location: Around Lebressack

5 Hell Jurassic・Strong

Dragon Family 251

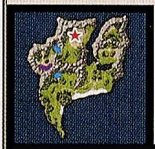


≪Hell Jurassic Heart
・Guarantees acting first
eased by 50%

Location: Around Saint Wind Valley

強 Goldman - Strong

【Material Family 250



Gold Bracelet
—

Location: Around Harmelia

強 Behomaslime - Strong

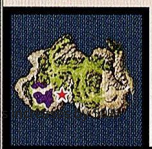
Slime Family 251

Behomaslime's Heart
・Recovery amount of healing spell

Location: Around Yubar Tribe's Resting Area

強 White Panther - Strong

Beast Family 252



Killer Panther's Heart
・When HP is full, physical attack power increases by 30%

Location: Around Memoria Leaf

強 Jellyman - Strong

Material Family 251

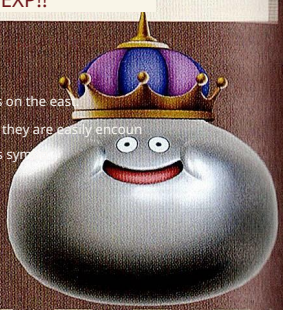
● Jellyman's Heart
・Makes it easier to inflict negative effects on enemi

Location: Nameless Island

NEW WORLD GUIDE ニューワールドガイド

Defeat the Metal King and earn a ton of EXP!!

In Mezare and Mardiras, the Metal King appears! Meza re is on the north side, and Mardra is on the eas and on the high ground in the north, they are easily encoun tered. Metal Kings appear not only as sym ls, but also as companions to other monsters, so fight var ious monsters. Also, in Mezare, Metal Slimes and Liquid Metal Slimes also appear!



Hints Map Location

Present Mount Flame (After the cataclysm)

None *1 | 1 ※2 | 0 | 9 | No Key 5 | Magic Key 0 | Thief's Key 0 | Ultimate Key 4

*1 Obtainable if the Mysterious Fragment (Charcoal) was not picked up in the basement of Mount Magma before the catastrophe.

2 2 fragments if the treasure chest on the 1st floor of Mount Magma was not opened before the catastrophe.

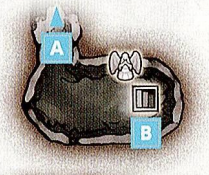
Mount Magma ①

※3

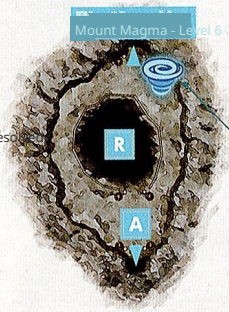
Medicinal Herb	16
Strong Medicine	48
Special Medicine	90
Antidotal Herb	20
Moonwort Bulb	30

*3 The item shop is only open until the anomaly at Mount Magma is resolved.

Mount Magma - Level 6 ② 3



Mount Flame Summit



150 Gold 4	※
1500 Gold	
Rock of Life *4	
Imp Heart *4	
Mini Medal 4	※
Mini Medal	
Flame Sword	
Staff of Magma	
Magic Water 4	※

*4 If opened previously, it will be empty.

旅の扉 Shrine of Mysteries - Red Teleportal ...061

Seed of Agility

Mount Flame 5th Floor

From the 56th floor,

You can move via a one-way passage.

Mount Flame 4th Floor

*From the 65th floor, One-way movement

You can move via a one-way passage.

MONSTER LIST

Monster List

Golden Slime — Slime Family

HP	MP	EXP	G
900	38	922	2200

Life Ring

Skull Knight — Zombie Family

HP	MP	EXP	G
782 44 952			200

Viking Helmet

Bone Rider — Zombie Family

HP	MP	EXP	G
740	50	920	210

Iron Spear

Cosmo Phantom — Demon Family

HP	MP	EXP	G
720	40	940	203

Flashy Clothes

Hell Jurassic — Dragon Family

HP	MP	EXP	G
350 32 720			156

Seed of Agility

Magmaron — Material Family

HP	MP	EXP	G
450	38 731 158		

Thick Armour

Salamander — Dragon Family

HP	MP	EXP	G
960	32	1036	267

Seed of Strength

Bengalcoon — Beast Family

HP	MP	EXP	G
172	39	295	76

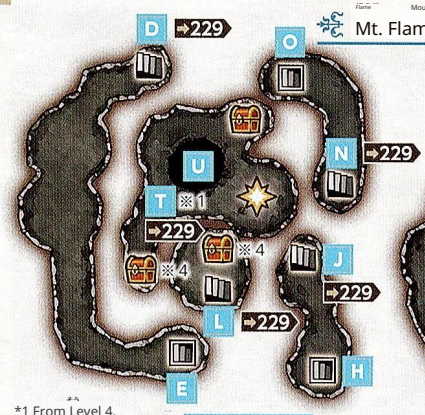
Fur Mantle

Rose Battler Nature Family

HP	MP	EXP	G
680	36	1045	266

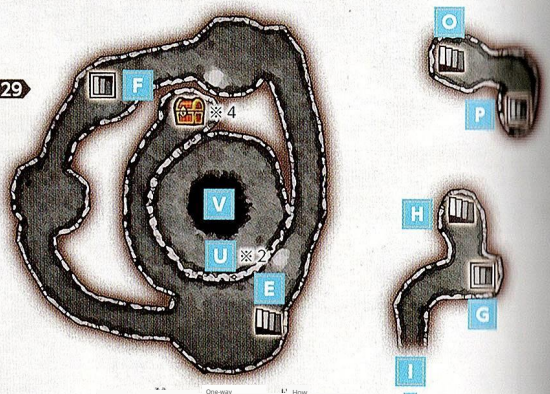
Staff of Slumber

Mt. Flame - Floor 3-3



*1 From Level 4,
You can move via a one-way path.

Mount Flame - 2nd Floor 35



*2 From Level 3, you can move via a one-way path.

Mt. Flame ②

Mount Magma - Underground

Mount Magma / Level 1 ① 3.

※ From the 32nd floor, you can move one-way.
*4 If opened previously, there is nothing inside.
※5 Can travel one-way from Floor 1 ②.

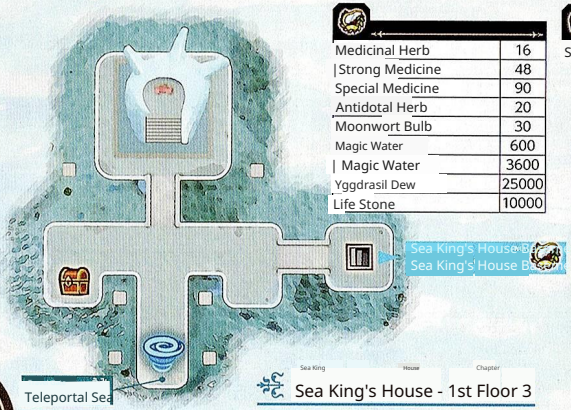
Gathering Point
Map
Location

Present: Sea King's House

None	1	0	1	No Key 1 / Magic Key 0	Thief's Key: 0 / Ultimate Key 0

Medicinal Herb	16
Strong Medicine	48
Special Medicine	90
Antidotal Herb	20
Moonwort Bulb	30
Magic Water	600
Magic Water	3600
Yggdrasil Dew	25000
Life Stone	10000

Staff of the Roaring Sea



Sea King's House - 1st Floor 3

NEW GUIDE!

WORLD: The Sea King's House is...

- World Guide: Where is it?

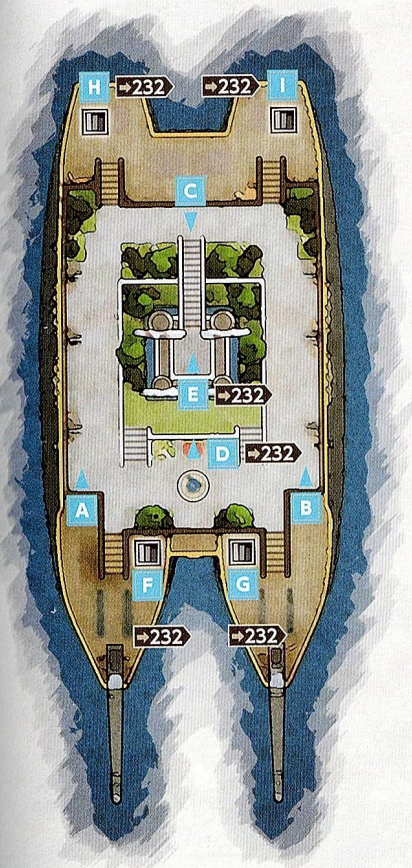
The Sea King's House is located in the coastal waters of Estard Island, so let's take a ship and search for
degree of the story
unless you advance the story to a certain degree
so be careful as you won't be able to go. Around Estard I
It is a good idea to frequently check the map of the surro

AV

Present Mar de Dragoon

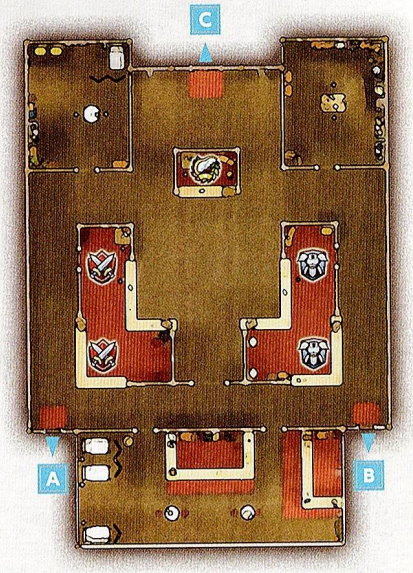
Mysterious Fragment 1 | 2 | 5 | No Key 5 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Mar de Dragoon 3



Mar de Dragn

1st Floor 3



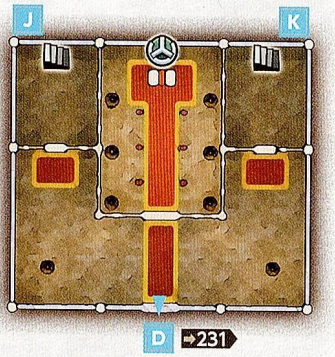
Star Fragment	1000	Charm +5
・Confuses 1 enemy when used in battle		
Medicinal Herb	16	
Strong Medicine	48	
Special Medicine	90	

¥4500 Gold
Seed of Life
Goodybag Heart
Captain's Hat
Seed of Strength

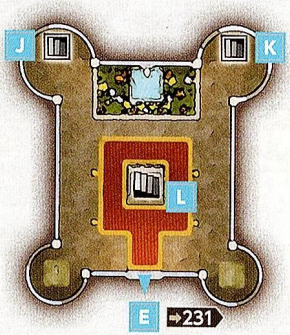
Sword of Temptation	8000	Atk+68 Charm+45
Charms enemies with a 12% chance when attacking		
「Sword of Dias	14000	Atk+97
Reduces the defense of all enemies slightly when used in battle		
Wooden Sword 15000		Atk+102
Deals additional Ice elemental damage after attacking		
Bastard Sword	16200	Atk+116
Killer Earrin	10000	Atk+51 Charm+15 Evasion+12%
Can attack twice		
Platinum Spear	10000	Atk+70 Charm+46 Guard+9%
Beast Claw	14000	Atk+104 Crit+10%
12% chance to poison enemies to beast-type enemies increased by 50% ・6% chance to charm beast-type enemies when attacking		
Sage's Staff	13000	Atk+51 Magical Might+56 Magical Mending+42 Evade
When used in battle, it reduces breath damage for all allies.		
Staff of Tsunami	20000	Atk+76 Mag+79 Mnd+46 Drain+12%
Attacks all enemies with the power of the sea when used in battle		

Power Shield	11000	Def+40 Guard+7%
・Restores 94 HP when used in battle.		
Silver Shield	16000	Def+48 Charm+32 Block+8%
・Reduces fire damage by 20% ・Reduces lightning damage by 30% ・Reduces MP damage taken by 25%		
Water Robe	8400	Def+48 MagMending+26 MagMight+26
・Reduces fire damage by 20% ・Reduces ice damage by 20%		
Dragon Mail 12000		Def+69
・Reduces fire damage by 20% ・Reduces ice damage by 20%		
Platinum Mail	14000	Def+73 Charm+43
・Reduces all elemental damage by 12%		
Flame Armour 16000		Def+74
・Reduces fire damage by 30%		
Viking Helmet	4000	HP+5 Def +30
Captain's Hat	4200	HP+10 Def+38 Agi+28 Stuff+40
・50% protection against paralysis		
Iron Helmet	6000	Def +41
Dugong Helmet	8700	Def+48
・80% protection against Fizzle ・80% protection against confusion		

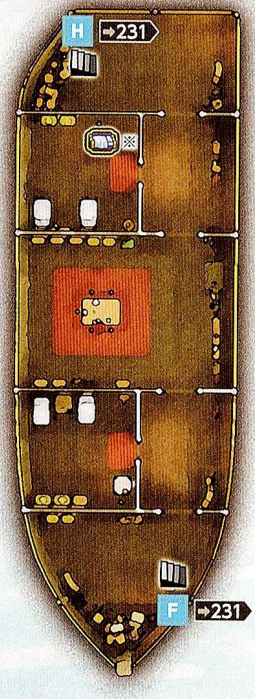
Mar de Dragn 2nd Floor

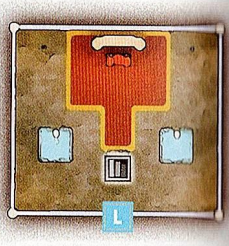


Mar de Dragn - 3F



Mar de Dragon Basement Level 1 ① 3-





Chief's Chamber 3

※The inn, as the story progresses, will become available for use.

Mar de Dragon B1F ②

NEW WORLD GUIDE ニューワールドガイド

Petting a Cat

Something good might happen!?

Inside the Ship Shop / Church

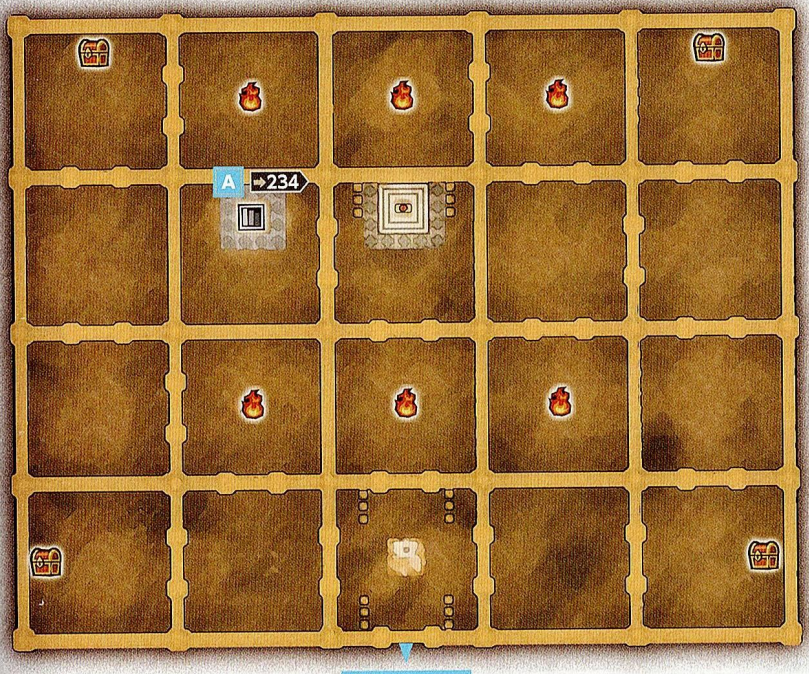
Inside the ship, you will see cats in various places such as the shops, the church, and the first basement floor. Some of them seem to possess valuable items, so it is a good idea to talk to them and pet them.

Gathering Point
Map
Location

Present Day: Underground Pyramid

None | 1 | 0 | 7 | No key 7 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

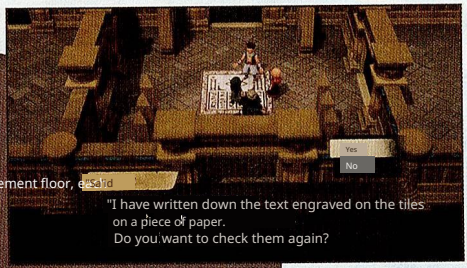
Underground Pyramid - Basement 1



"Underground Pyra

Earth Spirit Statue
Earth Spirit Statue - Basement 1... 140

2000 Gold
Stone of Life
Skeleton Swordsman's Heart
Mystic Bustier
Mini Medal
Wailer's Shield
Double-Edged Sword



NEW GUIDE

Engrave

The characters engraved on the WORLD tile are

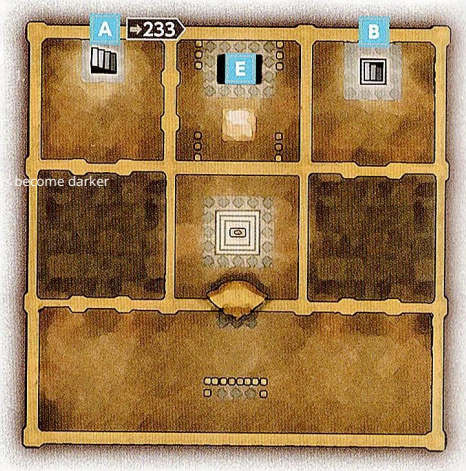
Ludo Guide: What could it mean!?

On the tiles located from the first basement floor to the fourth basement floor, Sa'id contains a hint for obtaining the gems. Rely on these hints to solve the mysteries and obtain all the gems. The content can also be heard from Sa'id, who is accompanying you.

NEW WORLD GUIDE! Surroundings

Every time you extinguish a candlestick,
The surroundings will get darker!

Every time you examine the 6 candlesticks on Basemen
you can extinguish or light them. Apparently,
it's related to solving the puzzle. Based on the hint
Let's try various things with it. By the way, the fire
Number of candlesticks
As the number of lit candlesticks decreases, the surrou s become darker
Be careful of contact
, so be careful of contact with wandering monsters!



Underground Pyramid
Basement Level 2

MONSTER LIST

Monster List

Izrail — Demon Family

HP	MP	EXP	G
872	90	884	220

Infernal Armour

Cosmo Phantom Demon Family

HP	MP	EXP	G
720	40	940	203

Gaudy clothes

Bloody Hand Zombie type

HP [illegible] EXP G [illegible]
465 50 683 163
Kerplunk bracer

Skeleton Swordsman Zombie type

HP [illegible] XP G [illegible]
819 34 860 194
Steel broadsword

Skull Knight — Zombie Family

HP [illegible] XP G [illegible]
782 44 952 200
Viking Helmet

Underworld Tactician — Demon

HPM [illegible] XP G [illegible]
950 50 1264 272
Lightning Staff

Grigondance Demon type

HP	MP	EXP	G
396	23	672	163

Magic water

Slime Emperor Slime Family

HP [illegible] XP G [illegible]
990 16 870 450
Goddess Ring

Living Statue — Demon

HP [illegible] EXP G [illegible]
528 33 486 91
Assassin's Dagger

Gold Golem — Material Family

HP [illegible] XP G [illegible]
780 16 660 1500
Gold Bracelet

Unexpected — Material Family

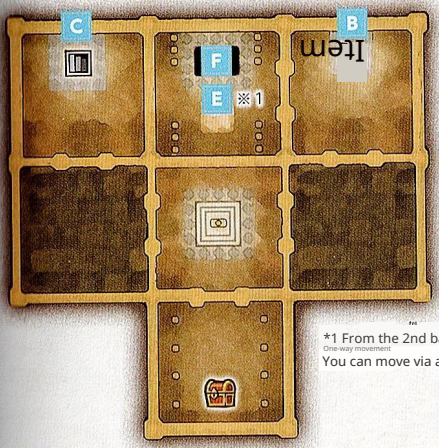
HP	MP	EXP	G
380	60	660	182

Seed of magic

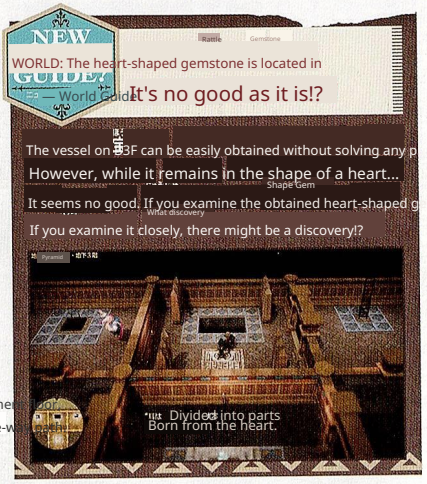
NEW WORLD GUIDE! Monster Face Statue Blocks the Way!?

To go to the room with the jewel on the 2nd basement floor, the monster face blocking the e
It seems we need to do something about the giant statue. Hint: Hide yourself
The word 'one' (者) will be important. Look around for places or objects that seem capable of creating that situ
Let's look around and see what we can find. If you ever get stuck, it's also a good idea to talk to your compani

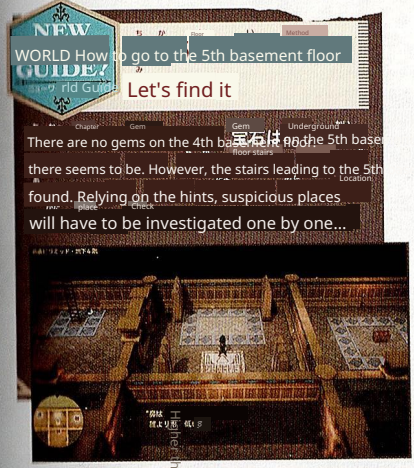
Underground Pyramid, B3F

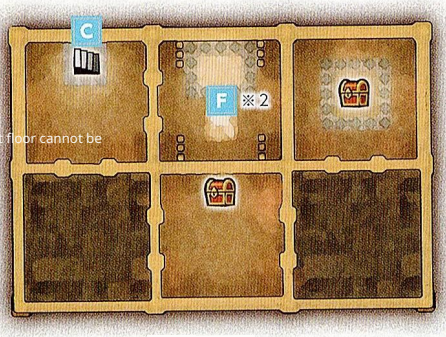


*1 From the 2nd basemen
One-way movement
You can move via a one-w

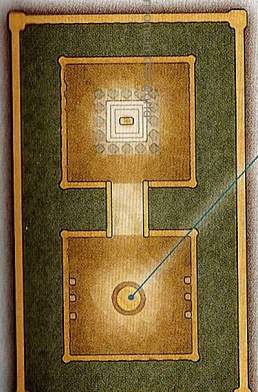


Underground Pyramid, 4th Basement Floor

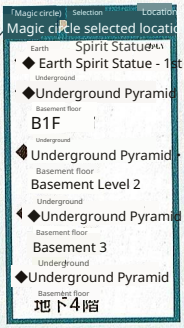


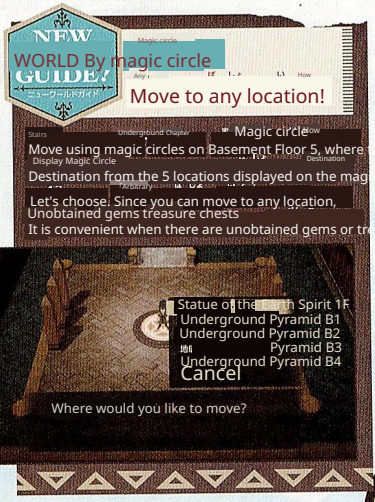


One-way movement
*2 You can move one-way from Basement Floor 3.



Underground Pyramid
Basement Floor 5





Base Map Location

Present 現代

Tower of Wind

None | 1 | 0 | 8 | No key 8 | Magic Key 0 | Thief's Key: 0 | Ultimate Key 0

MONSTER LIST

Monster List

Gigantes — Demon Family

HP	M[redacted]XP	[redacted]	G
2200	13	1120	310

Strength Ring Elfin Elixir

Killer Armour Material Family

HP	MP	EXP	G
880	50	1050	245

Copper Sword

Salamander — Dragon Family

HP	MP	EXP	G
960	32	1036	267

Seed of Strength

Bone Baron (Zombie Family)

HP	MP	EXP	G
951	37	1032	240

Noble Garb

Numb Slime (Slime Family)

HP	MP	EXP	G
440	30	542	120

Shell Helm

Night Lich — Zombie Family

HP	MP	EXP	G
1036	32	1100	450

Seed of Faith

Petit Hero (Nature Family)

HP	MP	EXP	G
240	39	392	74

Yggdrasil Leaf

Brownie — Humanoid family

HP	MP	EXP	G
86	30	174	41

Strong Medicine, Seed of Strength

Bloody Hand Zombie type

HP	MP	EXP	G
465	50	683	163

Kerplunk Bracer

Bengalcoon — Beast Family

HP	MP	EXP	G
172	39	295	76

Fur Mantle

Lagonne — Beast Family

HP	MP	EXP	G
1252	27	1080	280

Beast Fang, Hades's Claws

Lamp Genie (Demon Family)

HP	M[redacted]XP	G	[redacted]	[redacted]
832	64	801		182

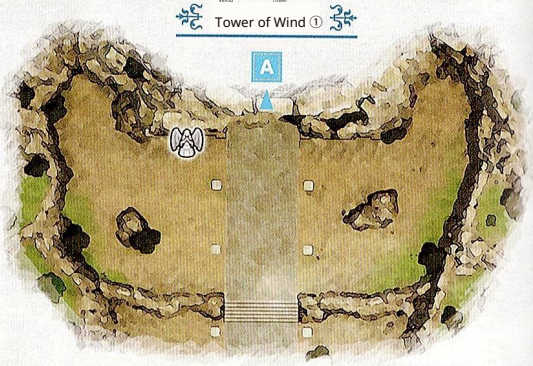
Noble's Clothes

Living Dead — Zombie Family

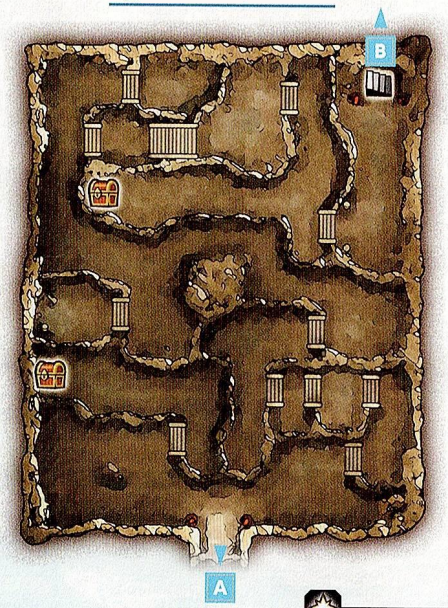
HP	MP	EXP	G
920	32	747	162

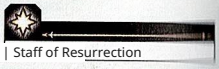
Moonwort Bulb Seed of Life

Tower of Wind ①



Tower of Wind - 1F 3.



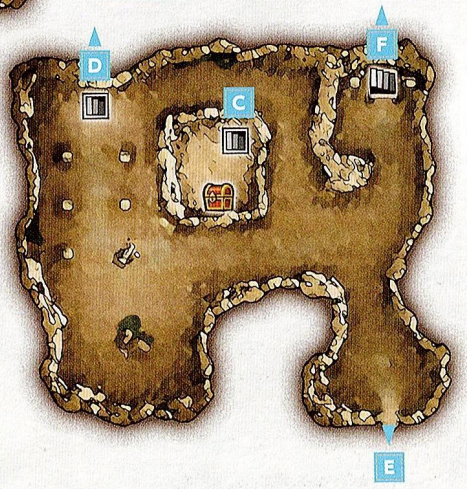


Staff of Resurrection

700 Gold
Seed of Deftness
Mini Medal
Wind Shield
Seed of Magic
Seed of Resilience
Seed of Magic
Lionhead Heart

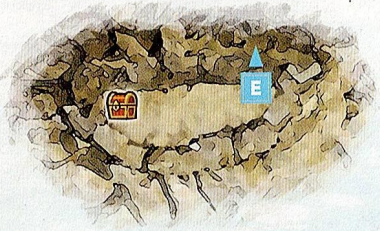
Wind Tower Chapter
Wind Tower - 2nd Floor 3

Wind Tower Chapter
Wind Tower - 3rd Floor 3



Wind とう Chapter
Tower of Wind 4th Floor .3

"Wind とう
Wind Tower ②



NEW GUIDE! WORLD There are many monsters, so proceed with caution!

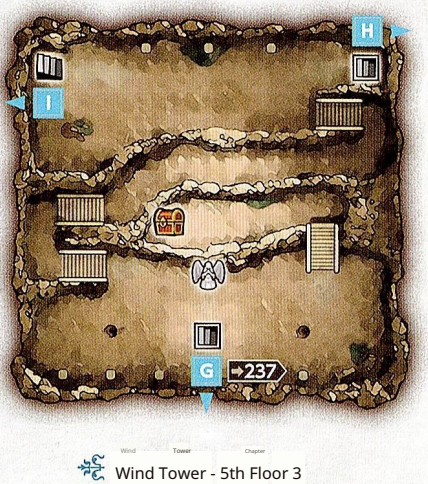
Most floors in the Storm Tower are narrow, and wanderin

"The number of monsters is high, so battles are likely to oc

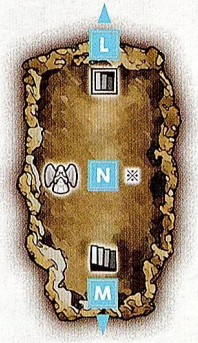
In particular, on the floors above the 4th floor, large-sized monsters appear,

the danger level increases. Let's proceed by making good use of obstacles su

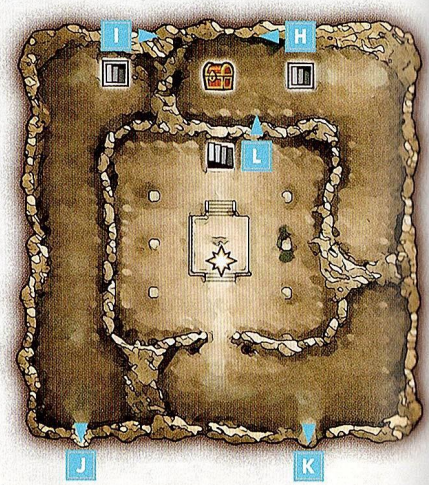
Wind Tower Chapter
Wind Tower - 5th Floor 3

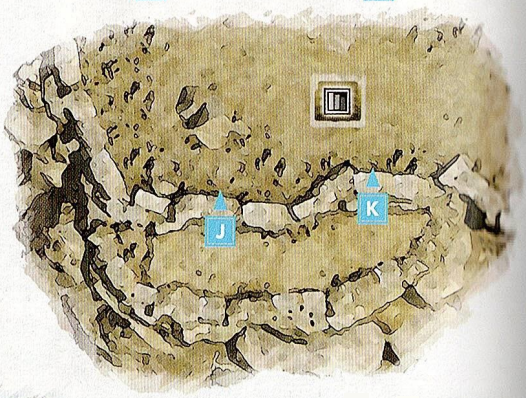


Wind Tower Chapter
Wind Tower - 5th Floor 3



Wind Tower Chapter
Tower of Wind - 6F 3





Wind Tower
Tower of Winds ③

Summit One-way movement
※ One-way movement is possible from the summit.

Wind とう Summit
Tower of Winds - Summit

Tips
Map
Location

Present 現代

Village of the Ancestors

None | 1 | 0 | 2 | No Key 0 Magic Key 0 | Thief's Key: 0 Ultimate Key 2

NEW GUIDE!

WORLD The mysterious village floating in the sky

Understand the special structure!

In a village with a three-dimensional cuboid-shaped structure, much like a planet, gravity is acting toward the center. Therefore, the ground when reaching the edge of, you can move to the adjacent ground without falling . It is a small village, but due to the influence of this layout, you can get lost easy to. Pay close attention to the surrounding scenery, and the positional relationship strive to grasp. By the way, if you enter a well, you can exit from the well on the opposite side, so it can be used as a shortcut.

NEW GUIDE!

WORLD There are 5 buildings in the village!

"Serve as the representative

In the village, the house of the chief who serves as the village r buildings are built respectively. In addition, for resting and

For viewing

There is also a gazebo used for viewing and a mysterious shrine. The chief's ho

the church and the inn have similar building exteriors, so in order to tell them a

until you can, it would be a good idea to use the surrounding scenery and facili

Building
Tribe chief
- Chieftain's House
- Church
- Inn
- Pavilion
- Shrine

NEW GUIDE!

WORLD In the Labyrinth of Wind

Accessible from the shrine!

You can travel to the Wind Maze from the magic circle in hrine.

However, the door to enter the shrine is locked, so obtaining a key from somewhere

Gather information

necessary. Let's gather information from the villagers.

Necessary.

Seed of Ag
Agility Ring

Pretty Bets
Seed of Agility

NEW GUIDE!

WORLD After clearing the Wind Maze

Let's visit the tribe chief once more

Let's go see the tribe chief even after clearing the Wind Maze. For his new worries,

If you help the agonizing tribe chief, you might get a reward!?

Hints Map Location

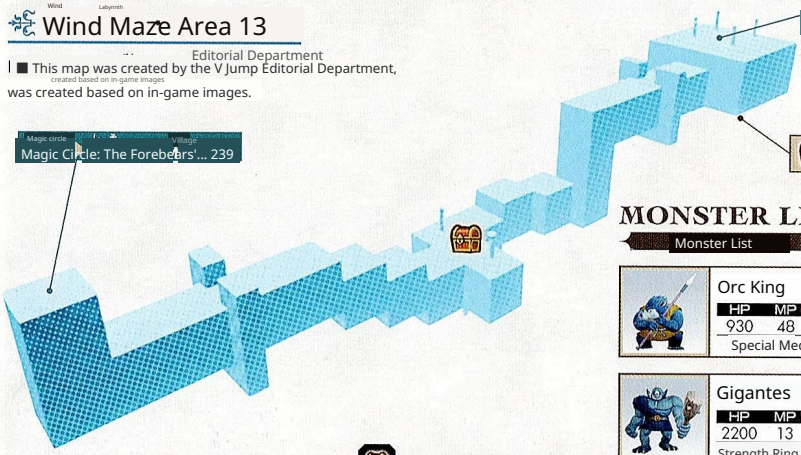
Present Wind Maze

None | 0 | 0 | 6 | No key 6 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Wind Maze Area 13

Editorial Department

■ This map was created by the V Jump Editorial Department, was created based on in-game images.

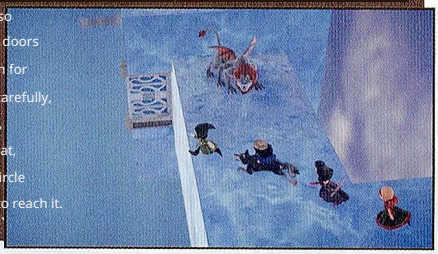


| 1000 Gold
Mercury's Bandana
| Notso Macho Heart
Seed of Strength
Shimmering Dress
(Empty)

NEW GUIDE

WORLD Find the path forward by rotating the ground!

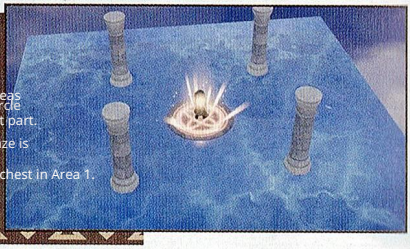
"The structure of the Wind Maze also works on the same mechanism as t... is there. Since you cannot proceed where there is a difference in elevati... along the way let's look for a passable path while rotating. The two doors along the way will definitely pass through be passed through, so the positions of the doors What you should aim for is good. By moving carefully, then, with monsters, while avoiding combat, reach the magic circle you should be able to reach it.



NEW GUIDE

WORLD: If you step on the magic circle, you can move to another are...

In the Wind Labyrinth, using magic circles between areas (Magic Circle Move. Area 1 has a magic circle located at the deepest part. From here, you can move to Area 2. Also, the structure of the Wind Maze is ... opened treasure chest It is complex and easy to get lost in, so there is an unopened treasure chest in Area 1. In that case, it is best to open it before heading to Area 2.



MONSTER LIST

Monster List

Orc King — Beast

HP	MP	EXP	G
930	48	1130	360

Special Medicine ... on Spear

Gigantes — Demon

HP	MP	EXP	G
2200	13	1120	310

Strength Ring Elven Elixir

Salamander — Dragon Family

HP	MP	EXP	G
960	32	1036	267

Seed of Strength

Bone Baron (Zombie Family)

HP	MP	EXP	G
951	37	1032	240

Noble Garb

Skull Knight — Zombie Family

HP	MP	EXP	G
782	44	952	200

Viking Helmet

Dragometal — Slime Family

HP	MP	EXP	G
515	100	920	240

Platinum Headgear

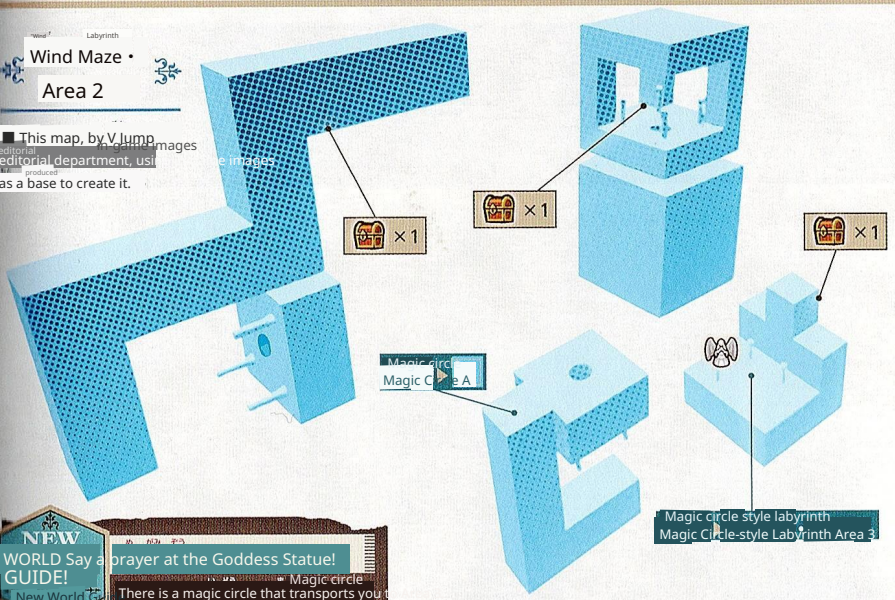
Lagonne — Beast

HP	MP	EXP	G
1252	27	1080	280

Beast Fang, Hades's Claws

Wind Maze • Area 2

■ This map, by V Jump editorial department, uses in-game images as a base to create it.

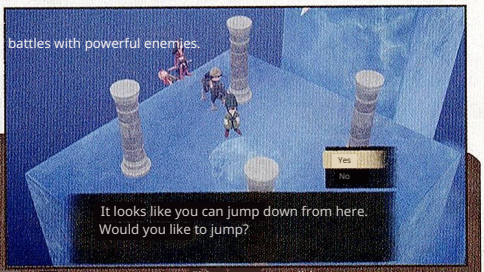


NEW GUIDE! WORLD Say a prayer at the Goddess Statue!

Previous Time

Restore your HP and MP at the Goddess Statue in preparation for battles with powerful enemies.

Let's get fully healed and save our progress in the Adventure



NEW GUIDE! WORLD Jumping Down the Hole

Forge a new path!

Area 2 is composed of 4 independent blocks, which it is. By falling into the 3 holes located within the area, you can move to the opposite side or to another block. Navigate through the blocks using the holes and aim for the magic circle. Even with the same hole, if the direction you fall from is different, your destination will also vary. Where you fall in the hole from is crucial.

ZAVA Maima VAVA

Wind Maze Area 3

NEW GUIDE! WORLD Opening the treasure chest...!?

Area 3 is a narrow, one-way area. At the dead end, there seems to be a treasure chest, but...

Formidable enemies

You never know when you might enter a battle with a powerful enemy. Be sure to do a final check of your vocations, equipment, etc., before vocation equipment

NEW GUIDE! WORLD After the battle with Nengal

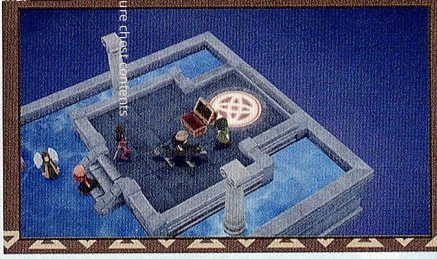
A magic circle appears!

Formidable enemies

After the battle with the formidable enemy ends, a magic circle appears. Behind the treasure chest

You will be able to return to the Ancestors' Village. Even after that, the Wind Labyrinth can still be entered, so if there are any unopened treasure chests, you should

Make sure to enter once and collect the contents of the treasure chests.



Vicinity Map
Region

World of the Gray Stone Tablet

Past: Around Loomin

A small island to the west where a town is dominated by monsters. There is also a hill with a large hole in the center

NEW GUIDE!

WORLD The town's condition changes depending on the story's progress!

The town of Lumen, beset by various disasters, changes its appearance e
solve a problem. The town's
facilities also change locations depending on the story's progress
and the open
shops may differ, so be careful.
is required. After solving one problem,
make sure to check what has changed.

NEW GUIDE!

WORLD: The story's development changes depending on how you proceed!?

The story of the town of Lumen progresses as you travel back and forth be
Protagonist Selection
However, the development may change depending on the actions chosen
There is. You will be forced to m
In this situation, think carefully
Choose an answer you agree wit
Depending on the development,
may become unobtainable,
but valuable items
can be obtained no matter the d
so please rest assured.

MONSTER LIST

Monster List

Gigantes — Demon

HP	MP	EXP	G
2200	13	1120	310

Strength Ring, Elfin Elixir

Killer Armor — Material Family

HP	MP	EXP	G
880	50	1050	245

Copper Sword

Demon Wrestler, Demon Family

HP	MP	EXP	G
1600	70	918	214

Seed of Strength

Liquid Metal Slime — Slime Family

HP	MP	EXP	G
6	999	10050	20

Seed of resilience Happy hat

Demon Strategist — Demon

HP	MP	EXP	G
950	50	1264	272

Lightning Staff

Lagonne — Beast

HP	MP	EXP	G
1252	27	1080	280

Beast Fang, Hades's Claws

Hints Map Location

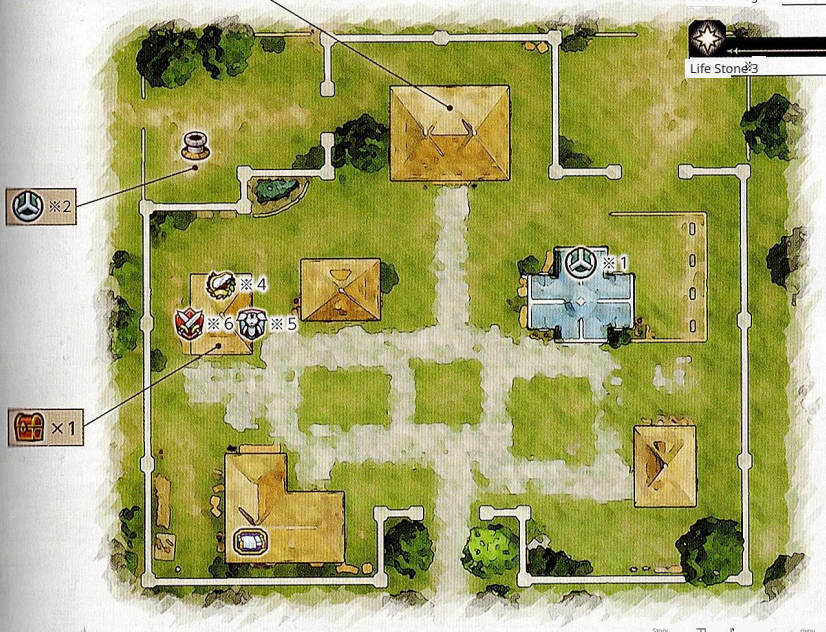
Past Loomin Town

None	0	0	1	No Key 1 / Magic Key 0	Thief's Key 0 / Ultimate Key 0

Loomin Town

Seed of magic

Life Stone ※3



※1 Unavailable during a certain period of the story.
※2 Available only during a certain period of the story.
※3 Becomes obtainable as the story progresses.

※4

Club	110	Attack+10	●		●	●	
Ripple Shield	90	Defense +4 Guard +5%				●	●
Wayfarer's Clothes	70	Def+7	●	●	●	●	●
「Medicinal Herb	16						

4 Becomes unavailable as the story progresses.

※5

[Ogre Shield	15200	Atk+20 Def+20 Grd+3%			●	●	
- Reduces fire damage by 10% - Reduces ice damage by 10%							
Mink Coat DEF+52	10600			●	●	●	
Reduces ice damage by 25%							
Platinum Mail	14000	DEF+73 STYLE+43	●			●	
- Reduces all elemental damage by 12%							
Steel Helm	6000	Def +41	●			●	●

5 Cannot be used during certain periods of the story.

※6

Zombie Kille	9000	Atk +77	●			●	●
Increases damage dealt to zombie-type enemies by 50%							
Sword of Gadius 14000 IX+97		IX+97	●			●	
When used in battle, slightly lowers the defense of all enemies							
Maru's Papillon	11200	ATK+77 EVA+15%		●	●		●
12% chance to paralyze enemies on attack ・Damage dealt to Nature-family							
Beast Fang 7600 Atk+63		Atk+63			●		
8% chance to paralyze enemies on attack							

6 It will become available as the story progresses and specific conditions are

NEW GUIDE!

WORLD What monsters sell

Can't be trusted!?

Buy items at the mini-mini shop run by monsters caution is required when doing so. Since they are monsters, the displayed items won't necessarily be exactly wha

NEW GUIDE! Town

WORLD Depending on your choice

The town's fate will change!?

As the story progresses, the town will end up in ruins can happen. All facilities in the town will also become unusable Therefore, I want to avoid the outcome where it ultimately turn to a ruin.

Past: Lumen Cave

None | 1 | 0 | 5 | No Key 5 | Magic Key 0 | Thief's Key 0 | Ultimate Key 0

Lumen Cave
Basement 1st Floor ①

Lumen Cave
B1F ②

Lumen Cave
Basement 1st Floor ③

Lumen Town ... 243

Seed of deftness
Seed of Agility
Yggdrasil Dew
Mini Medal
Spiked Armour

Pretty Betsy
Demon Spear

MONSTER LIST

Monster List

Orc King — Beast

HP	MP	EXP	G
930	48	1130	360

Special Medicine Demon Spear

Dragon Metal Slime Family

HP	MP	EXP	G
515	100	920	240

Platinum Headgear

Night Lich — Zombie Family

HP	MP	EXP	G
1036	32	1100	450

Seed of Faith

Hellbaun's Root (Nature Family)

HP	MP	EXP	G
2400	18	1037	120

Mad Falcon — Bird

HP	MP	EXP	G
670	30	900	197

Star Fan

Megasal Rock — Material Family

HP	MP	EXP	G
1000	50	920	207

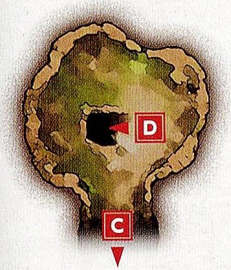
Stone of LifeKerplunk Bracelet

Metal King Slime — Slime Family

HP	MP	EXP	G
20	999	30300	100

Elevating Shoes

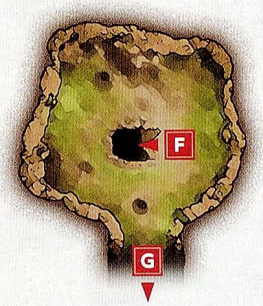
Loomin Cave - B2 ①



Loomin Cave - Underground Level 3 ①

Loomin Cave - Underground Level 3 ②

Loomin Cave - B2 ②



Loomin Cave - B3 ③ 3

NEW GUIDE

WORLD Let's find the main body of Hellbaum

World Guide: The main body of the Hellbaum root that attacked the tow
is hiding somewhere in the cave. Main body

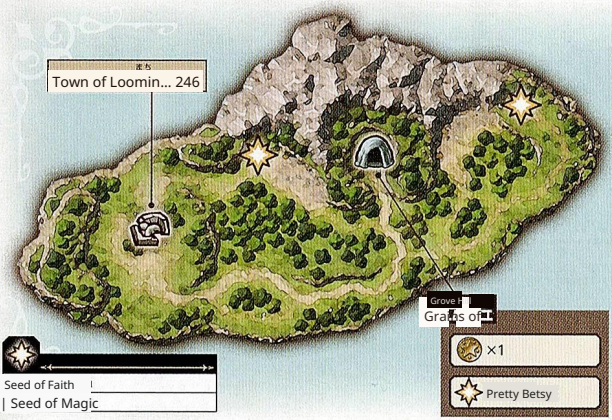
A hint for finding
it is the Hellbaum root
blocking the hole.
Surely the main body of
Hellbaum must be beyond the root.
Approach the root blocking the hole
as they run away, follow after
Follow and proceed further inside.

Vicinity Map
Region

Grey Fragment
World of the Grey Fragment

Present Day

Loomin Vicinity



Seed of Faith
Seed of Magic

NEW GUIDE! WORLD Opened on the hill

Huge Hole

In the present Grove Hill, just like in the past, there is a large hole.

You'd better check carefully to see if there are any anomalies. Also, there are orange sparkles on the hill

It's there, so make sure to pick it up!

Surrounding Appearances
Monsters appearing around Lumen →225

Tips Map
Location

Present Day: Town of Lumen

None | 1 | 0 | 1 | No Key 0 | Magic Key 0 | Thief's Key 1 | Ultimate Key 0

Loomin Town

Zombie Killer 9000 Atk +77
• Increases damage dealt to zombie-type enemies by 50%
Sword of Godeas 14000 Atk+97
• When used during battle, slightly lowers the defense of all enemies
Night Papillon 11200 Atk +77 Agi +15%
• 12% chance to paralyze the enemy when attacking • Increases damage dealt t
Beast Claw 7600 Atk +63
• 8% chance to paralyze the enemy when attacking

Ogre Shield 15200 Atk+20 Def+20 Grd+3%
• Reduces fire damage by 10% • Reduces ice damage by 10%
Mink Coat 10600 DEF +52
• Reduces ice damage by 25%
Platinum Mail 14000 Def+73 Charm+43
• Reduces all elemental damage by 12%
Steel Helmet 6000 Def+41

Life Stone

Pretty Betsy
Mini Medal

NEW GUIDE! WORLD: Towns are revived depending on the story's progression!

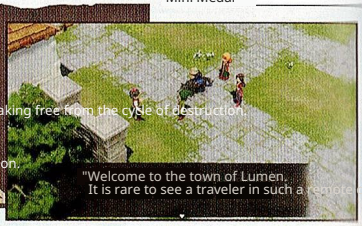
Depending on the development

Protecting the town of Lumen from all calamities in the past

Once completed, the town will be revived in the present age, breaking free from the cycle of destruction.

Let's save the town. However, the orange sparkles are Lumen's

You can obtain it regardless of the state the story is in when it reaches its conclusion.



Vicinity Map
Region

Past: Around Lagraz

A world tracing back even further into the past than the era when the problems of Mardra Castle were resolved.

MONSTER LIST

Monster List

Skeleton swordsman — Zombie Family

HP	MP	EXP	G
819	34	860	194

Steel Sword

Bone Baron — Zombie Family

HP	MP	EXP	G
951	37	1032	240

Noble Garb

Shadow Panther Beast Family

HP	MP	EXP	G
640	44	933	199

Steel Fang

Shadow Baby Beast Family

HP	MP	EXP	G
318	18	742	160

Special Medicine — Magic Beast Fang

Seed of Life

Hints Map
Location

Past Sunny Forest

None | 0 | 0 | 0 | No Key: 0 Magic Key: 0 | Thief's Key: 0 Ultimate Key 0

Sunny Forest 3

NEW GUIDE!

WORLD: The mysterious person's offer

Let's decide whether to accept it or not!

Surrounding problems — When returning

Upon returning to the present after solving all the problems around Raglaz

Important proposal

Being presented with a significant proposal from a certain individual

The choice of whether to accept or decline this offer.

The answer given will undoubtedly have a major impact on the future development of the story.

Whichever answer is chosen,

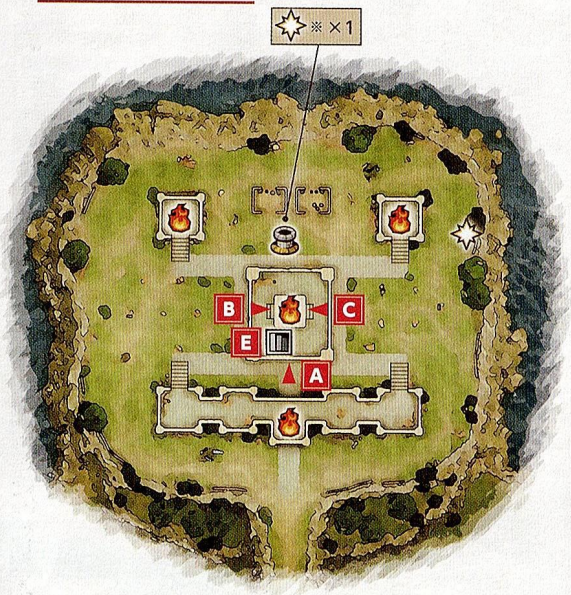
"L-let's think carefully and try to reach a conclusion that we won't regret.

Gathering Point
Map
Location

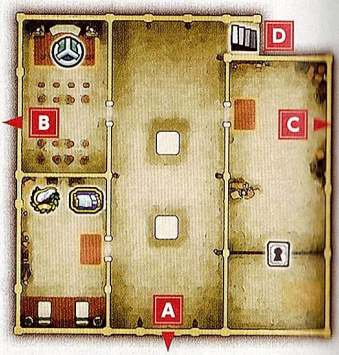
Past Raglaas Castle

None	0	1	2	No Key 2 / Magic Key 0	Thief's Key 0 / Ultimate Key 0

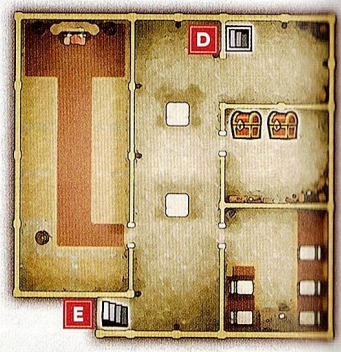
Raglaz Castle



Ragraz Castle - 1F 3



Ragraz Castle - 2F 3



NEW GUIDE!

WORLD Avoiding the guards' line of sight

Let's put out the green flames!

Pay More Attention

The thing you must be most careful about when extinguishing t
sentry soldiers. From the lanterns held by the soldiers,
if you touch the light extending in that shape, you will be cau
position you will be returned. However, even if discovered,
there are no other penalties, and the extinguished flames will r
so challenge it without fear of failure. Also, the central flame is
located on the roof of the castle, so you need to infiltrate the ca
The inside of the castle is narrow, so try to act more carefully.

Dragon Robe	19000	Def+70 Magical Might+43 Magical Mending+35
• Reduces all elemental damage by 15%		
Platinum Mail	14000	Def+73 Charm+43
• Reduces all elemental damage by 12%		
Spirit Armor	21000	Def+78 MagPow+32 MagMend+32
• Reduces all elemental damage by 12%		
Dancing Mail	9200	Def+86 Charm+80 Eva+12%

Medical Herb	16
Strong Medicine	48
Special Medicine	90
Antidotal Herb	20
Magic Water	600
Magic Water	3600
Holy Water	30

Iron Helmet
Full Plate Armour

Staff of Resurrection
Seed of magic

*Appears and becomes obtainable as the story progress

??? Family

Fire Spirit

5 Ice

Scorching Flame Kafrizz

Magma Pillar of Fire

Strength Up HP Auto-Recovery

Most of the enemy's attacks are of the fire attribute. Reduce damage with equipment that is highly resistant to fire, such as the Flowing Dress, and take measures against breath attacks with "Insulatle" or similar. The ice attribute is very effective, more easily. The Armamentalist's "Freezing Flurry" is also effective.

Humanoid fam

Nengal

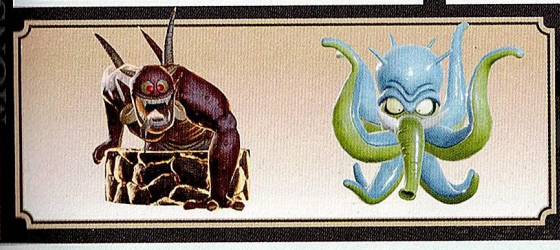
Shop Fire Water Thunder Earth Dark Light

Desperate Attack

Oomph Sword Dance

Negative effect resistance up

Their physical attacks are extremely strong, and they can act up to twice per turn, unleashing "Sword Dance". Since taking consecutive hits carries the risk of instant death, use "Kabuff" to protect yourself. After the enemy's burst ends, they will be unable to act for a few turns. Aim for that opening and attack all at



Material F

Well Wisher - Strong

Fire Ice Wind Lightning Earth Darkness Light

Danger: Kafrizz, Kasap

—

Nature Family

Dagon x2

Rain Thunder

Danger: Fierce Fire, Crush

—

Imajin (Strong) focuses on spell attacks, while its companion Dagon uses group attacks and Recovery Dance' to heal. Defeating the companion should be the top priority, using the Hero's 'Giga Slash' and the effect of the Sword of Thunder to aim for their weak points. The enemy's attacks a Since most attacks are fire-attributed, having equip the fire attribute will make it easier to reduce damage.

MONSTER

Great Mage (Strong)

Demon Family

Weak: Lightning

Scorching Flame, Ionazun

Skeleton swordsman

Zombie Family

Resist: Fire, Light

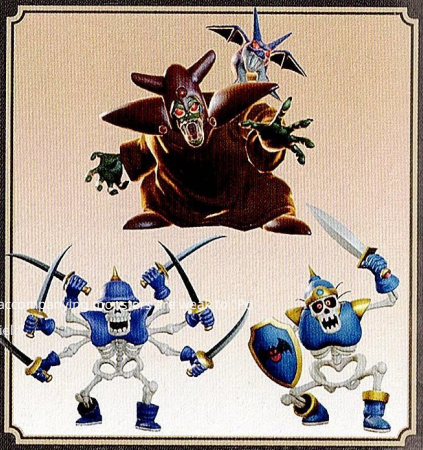
Danger: Fierce Slash

Undead Man x2

Zombie Family

Resist: Fire, Light

Danger: Listless Dance



Strong Archmage attacks us when it has companions, and th

Otherwise, prioritize reviving with "Kazing". The accom

panying monsters mainly use physical attacks and have low HP. The a

"of", and if you erase them with the effect of "Poof" or the Tempest Sti

, the High Magus (Strong) will stop reviving them

. Once the High Magus (Strong) is the only enemy left, use "Magic

Barrier" or "Backdraft" to counter dangerous attacks, and at

high number of attacks. Skills

tack them intensively with skills that strike multiple times.

Goldman - Strong

Material Family

5 Fire/Lightning

Focus Strength, Desperate Attack

Mimic

Material Family

Weak to Lightning

Danger: Thwack, Desperate Attack

Urnexpected

Material Family

Weak: Earth

Danger: Frenzy Mist

The Vicious Gold Golem absorbs attacks with 'Forbearance',

and its companions will unleash Desperate Attacks and the like.

It's not very effective, but if you put the Vicious Gold Golem to sleep, 'Fo

rance' can be canceled. As for the Urnexpected's 'Frenzy Mist',

equipping the hero with the Dugon's Helm and Lucky Pendant

will nullify the confusion, and using 'Majestics' will...

Confusion countermeasures

Confusion countermeasures can be taken. Once the minions are

defeated, dangerous attacks will cease, so the key to victory is how qui

Material Family

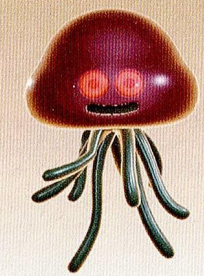
Jellyman - Strong

Weak: Flame

Danger: Henatos, Summon Allies

—

The enemy activates Burst at an early stage and summons Bomb Rocks. Once the Bomb Rocks begin their countdown, they will trigger 'Megante' after 4 turns, so extreme caution is required. Since victory is achieved by defeating only the Jellyman Strong, use the Druid's 'Melagayer' or similar skills to defeat quickly.



Slime Family

Behomaslime - Strong

Field: Darkness/Poison

Danger: Summon Allies, Multiheal

—

It summons Killer Armors and will continue to call for more allies whenever their numbers decrease. When it enters Burst mode, it also uses 'Multiheal,' so you should either use Ice-elemental attacks to hit all Killer Armors at their weakness or use Use spells to focus your attacks on the Cureslime (Behomaslime) - Strong.

Dragon Family

Hell Jurassic - Strong

Water, Wind, Lightning, Earth, Darkness, Light

Danger: Scorching Flames, Flee

—

Since enemies flee after entering Burst mode, aim to attack efficiently with elemental weaknesses and focus on finishing the Force Break' as a starting point, use a Godhand equipped with a Thunderbolt Blade or similar weapon to activate 'Divide' and deal massive damage with 'Multifists'.

White Panther - Strong

Strong Beast family

弱 Fire, Earth, Poison

危 Danger: Desperate Attack, War Cry, Guard Crush

Negative effect resistance up

Fire Kid

Element Family

5 Ice, Darkness

危 Danger: Kasnooze (Rariho)

—

Necrobalsa

Humanoid

Weak Flame

危 Danger: Oomph (Baikilt), Desperate Attack

—

Hell's Clown (Jigoku no Pierrot)

Demon Family

Resist: Fire, Lightning, Earth, Darkness, Light

危 Dazzling Light

—

The desperate attacks of the Strong White Panther and Necrobalza are a threat. Since Hell Clown and Fire Kids inflict status ailments, use "Gigajatis" to regroup if an ally becomes incapacitated. It is recommended to defeat the monsters that inflict status ailments first,

Except for Fire Kids, they are weak against fire. Use the Magic Knight's 'Scorching Flame', or the Druid's 'Magma' and 'Kafrizz'. Methods such as these are effective. Equipping Gabo and Aira with the Beast Claw, which can be purchased at Mar de Dragoón, will make it easier to deal damage to the White Panther Strong.

Hellvine

Nature Fa

弱 Scorched Earth

危 Sweet Breath, Venom Mist
Fizzle, Call for Help

—

Hellbaume's Root ×2

Nature Family

Kingdom Flame Earth Light

危 —

—

Hellbaum summons 2 roots, and inflicts status ailments. When it bursts, it fully recovers its HP and acts twice, After that, it maintains its burst state.

Counter the enemy's breath with "Strong Winds" and if your spells are sealed, heal with items.

Yo. It is recommended to burn the roots along with Hellbaum using 'Scorching Slash'.

3
DRAGON QUEST VII → Present Day: Crystal Palace Surroundings / Dark Palace

Vicinity Map Region

Present: Around Crystal Palace

Dark Palace...253

| Seed of Magic

NEW GUIDE!

WORLD Infiltrate from the rooftop and

Let's head down!

Infiltration possible

The Dark Palace can be entered using the Skystone. The roo

Enter through the hole and descend towards the deepest pa

Surroundings Appearance

Monsters appearing around the Crystal Palace -> 225

Base Map Location

Present Dark Palace

None	3 *1	3	28	No Key 28	Thief's Key 0
				Magic Key 0	Ultimate Key 0

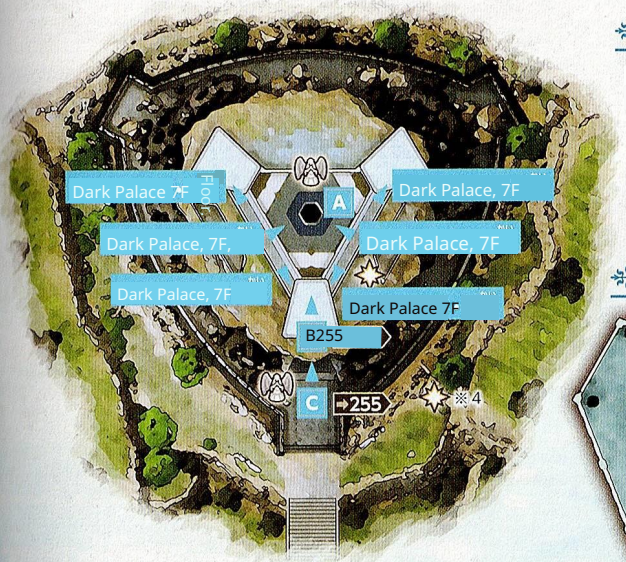
Life Stone	Orichalcum Fangs	Seed of Faith	Mini Medal	Berserker Helm 2※	Magic Water	Seed of Resilience
Seed of Life	Seed of Deftness	Seed of Agility	Seed of Strength	Ogre Axe	Magic Water	Seed of Resilience
Seed of Life	Ultimate Key 2 ※	Yggdrasil Leaf	Seed of Strength	Demon Armor	Magic Water	Seed of Magic
Pretty Betsy	Seed of Faith	Mini Medal	Seed of Magic	Magic Water	Seed of Resilience	Staff of Resurrection 2

※1 If not obtained in the Crystal Palace basement, there are 4 medals.

*2 If opened in the Crystal Palace, it will be empty.

*3 If picked up in the Crystal Palace, it will not be there.

Seed of Life *3	Glass Slippers ※3	Sword of Ruin
Pretty Betsy	Mini Medal	



Dark Palace 3

*4 If picked up at the Crystal Palace, it will not be dropped here.

Dark Palace, 9F 3

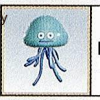
※5 From the Dark Palace, You can move via a one-way path.

MONSTER LIST

Orc King — Beast Family

HP	MP	EXP	G
1140	48	1130	360

Special Medicine Demon Spear



Numb Slime (Slime Family)

HP	MP	EXP	G
770	30	542	120

Shell Helm

Hell battler — Demon Family

HP	MP	EXP	G
1840	70	3840	480

Staff of judgement

Keith Dragon — Dragon Family

HP	MP	EXP	G
1500	35	1220	422

Beast claws

Skull Knight — Zombie Family

HP	MP	EXP	G
1180	44	952	200

Viking helm

Hell bandit Humanoid

HP	MP	EXP	G
74019	1120	256	

Dark robe Seed of deftness

Gigant Dragon — Dragon Family

HP	MP	EXP	G
2600	50	1080	314

Demon Armor

Dark Bishop Demon Family

HP	MP	EXP	G
1440	90	1046	300

Sage's Staff

Mermandine Nature Family

HP	MP	EXP	G
1380	31	955	195

Iron Claws

Gyaos — Dragon Family

HP	MP	EXP	G
1600	53	1080	270

Dragon Mail

Archmage — Demon Family

HP	MP	EXP	G
1560	100	1072	316

Staff of Salvation

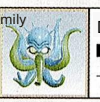
Hell Fighter Dragon

HP	MP	EXP	G
1215	50	1920	500

Platinum Sword

Gracos V — Nature Family

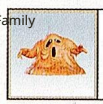
HP	MP	EXP	G
1450	48	1060	290



Dagon — Nature Family

HP	MP	EXP	G
1280	66	935	199

Seed of Life



Magmaron — Material Family

HP	MP	EXP	G
1300	38	731	158

Thick Armour

Iron Automaton Machine Family

HP	MP	EXP	G
1200	30	1200	410

Seed of Strength

Troll Bomber Demon Family

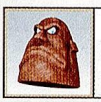
HP	MP	EXP	G
2000	4	1204	377

Seed of Strength

Djinn Genie (Majin Buuu) — Demon Family

HP	MP	EXP	G
2620	100	2100	620

Angel's Leotard



Gordon Head — Material Family

HP	MP	EXP	G
2200	16	1880	440

Strong Medicine War Hammer

Night Lich — Zombie Family

HP	MP	EXP	G
1036	32	1100	450

Seed of Faith

Megasal Rock — Material Family

HP	MP	EXP	G
1400	50	920	207

Rock of Life, Kerplunk Bracelet

Satan Mail — Material Family

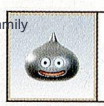
HP	MP	EXP	G
950	25	940	228

Magic Water, Platinum Mail

Prism Peacock — Bird Family

HP	MP	EXP	G
860	60	980	333

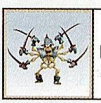
Lunar Fan



Metal Slime Slime family

HP	MP	EXP	G
4	20	2010	65

Seed of Resilience, Seed of Life



Hell Knight — Zombie Family

HP	MP	EXP	G
1300	42	1132	390

Silver Breastplate

Necrobalsa — Humanoid family

HP	MP	EXP	G
1560	65	1152	411

Shield of Mourning

Lionex — Demon Family

HP	MP	EXP	G
1060	120	1208	398

Hannya Mask

Hell's Messenger Demon Family

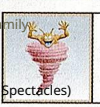
HP	MP	EXP	G
1160	84	1170	406

Wizard's Staff, Seed of Faith

Frog King — Nature Family

HP	MP	EXP	G
1750	38	940	183

Intelligence Glasses (Intellectual Spectacles)



Red Cyclone, Element

HP	MP	EXP	G
1220	35	945	177

Strong Medicine Magic Water

Bone Baron (Zombie Family)

HP	MP	EXP	G
1340	37	1032	240

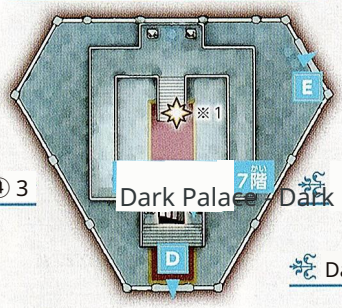
Noble's Clothes

Hell Diver — Dragon Family

HP	MP	EXP	G
1424	43	699	140

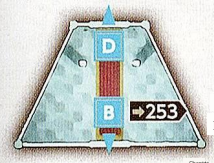
Dragon Shield

Dark Palace - 6F ①



Dark Palace - 6th Floor ④ 3

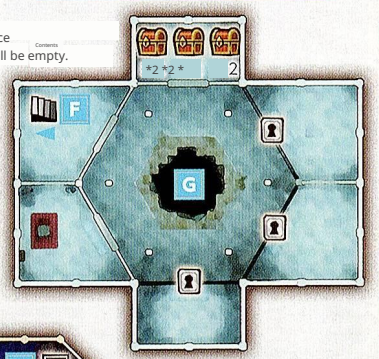
Dark Palace - 6th Floor ② 34



*1 At the Crystal Palace * 2 At the Crystal Palace
If picked up, it will not be there. If opened, it will be empty.

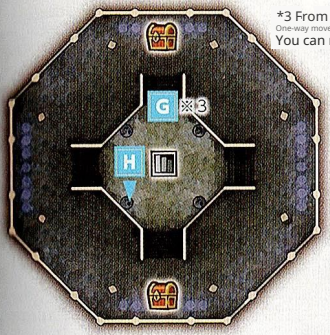
Dark Palace - 6th Floor ③ 3

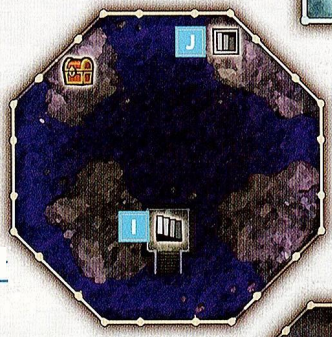
Dark Palace - 5th Floor 35



Dark Palace - 4th Floor 3

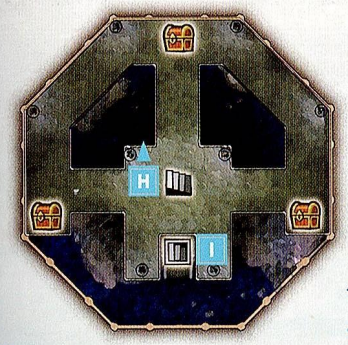
*3 From the 5th Floor of the Dark Palace, One-way movement
You can move via a one-way path.

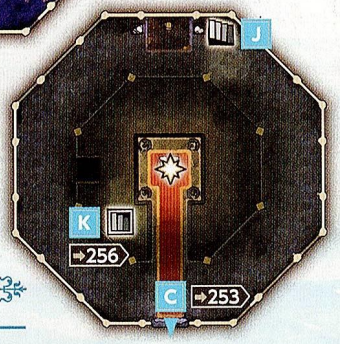




Dark Palace - 2F

Dark Palace - 3F 3





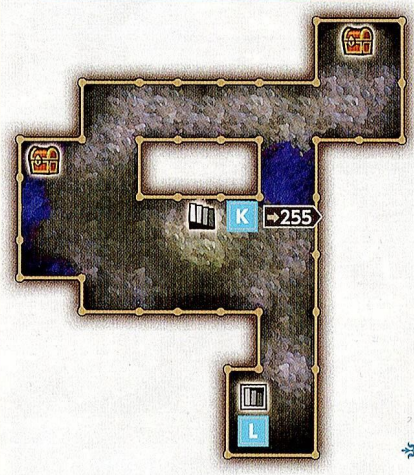
Dark Palace · 1st Floor

Find the mechanism and open the door on the 1st floor!

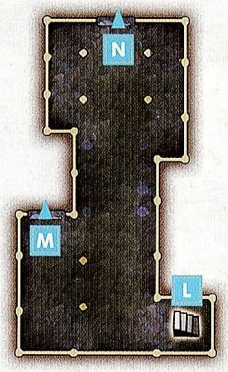
Activating a mechanism located somewhere on the 1st floor will open the door leading to the exterior. Once this door is open, you will be able to enter and exit the Dark Palace from the 1st floor.

NEW WORLD GUIDE!

Dark Palace - Basement Level 1

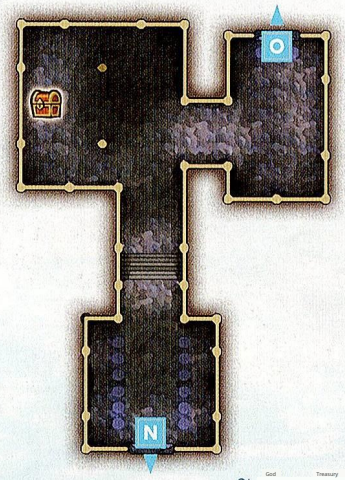


Dark Palace - Basement 2nd Floor ①



Dark Palace - Basement 2nd Floor ②

Dark Palace - Basement 2nd Floor ③ S



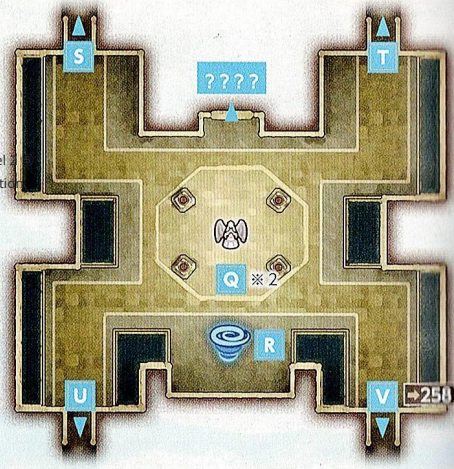
Dark Palace - Basement 2nd Floor ④

Dark Palace - Basement 2nd Floor ⑤

※1 God's Treasury
From there, you can m
in one direction.

God's Treasury 35

※2 Dark Palace ・Basement Level
From there, you can move in one direct



NEW WORLD GUIDE! U-World

Sealed by an evil power

Let's unlock the door!

To open the sealed door, the blessing of the Four Spirits seems to be necessary. The reliefs on the wall depicting the 4 types of equipment seem to hold some meaning, but...

God's Treasury / Cavern of Hellfire

NEW WORLD GUIDE! New World Guide

WORLD: Through the Chamber of the Saint's Statue

Let's go for it!

The saint located in the basement of each Spirit's

Go to the room with this statue and obtain the Spirit's protection

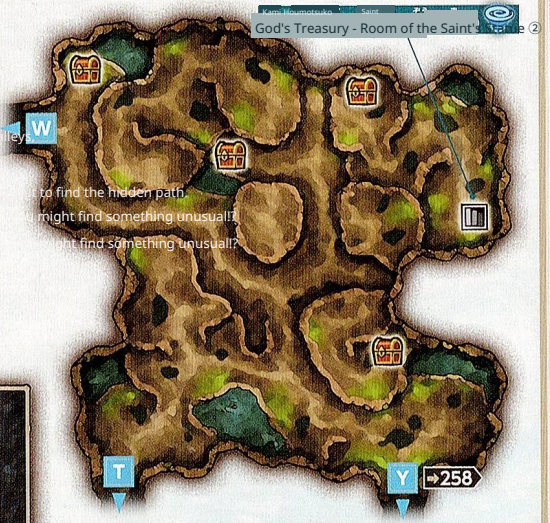
By obtaining the Spirit's protection, the paired

mechanisms in the dungeon of the other paired

Exploration easier

Since it will be deactivated, exploration will become easier

God's Treasury - Cave of the Dead Land Section



NEW WORLD GUIDE! World Guide

WORLD Do not believe only in what you can see as you move forward!

High ground

In the Cavern of Death, there are many places that form

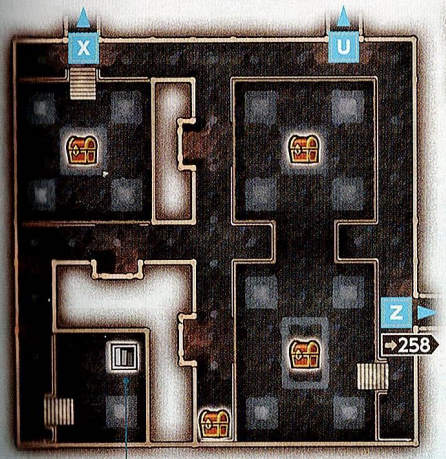
but at a glance, they seem impossible to reach.

There are also such places. To get there, you have no choice but to find the hidden path.

If you observe the surroundings from a high vantage point, you might find something unusual!?

If you observe the surroundings from a high vantage point, you might find something unusual!?

Treasury of God: Temple of Gale 3



NEW WORLD GUIDE! New World Guide

WORLD Through the passage where strong winds blow

How to Proceed!?

Strong Wind

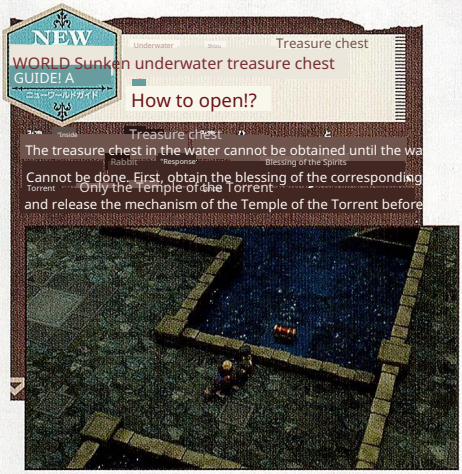
A device that blows strong winds is installed in the Temple of Gale.

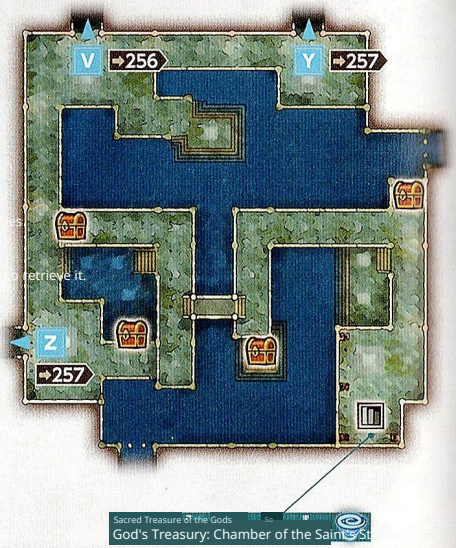
If you try to walk past the location of the device, your body will be blown away.

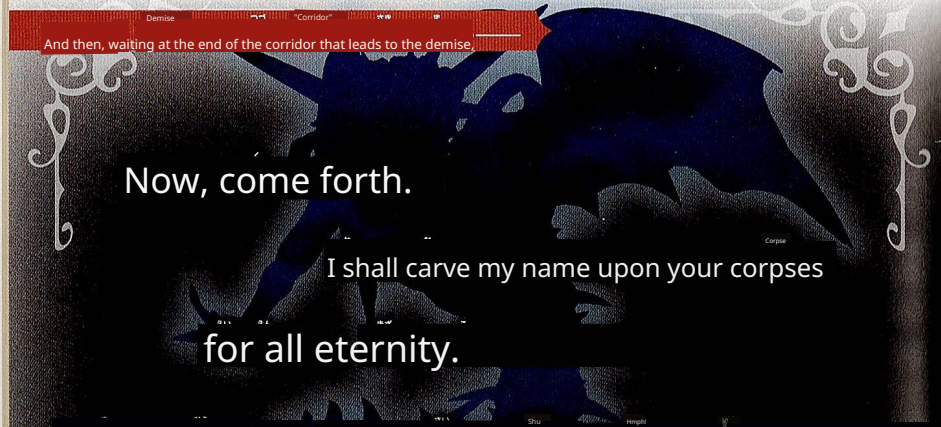
To pass through, quick movement and choosing where to walk in the passage are important.

Violent Current

God's Treasury - Temple of the Raging Current 3





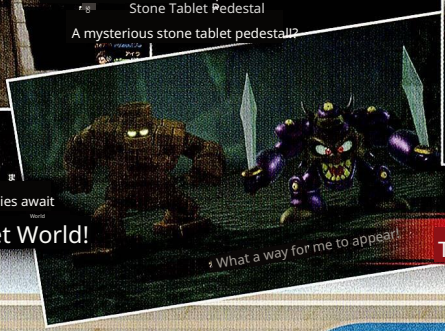


To the final battle with the Demon King!!

The journey is far from over!

In the basement of the temple
Stone Tablet Pedestal

A mysterious stone tablet pedestal!?



At the arena

A new tournament is being held...!?

Further

Strong enemies await

A New Tablet World!

To an Unknown Adventure...!!

PART 4

Special CONTENTS

Let's enjoy the special content!

PlayStation Version

From the pages of V Jump and Master Akira Toriyama's illustrations, the PS version

A special feature looking back at the time of "DQVII"'s release, along with a special dialogue between Yuji Horii and

We bring you a luxurious dialogue with the producer of this work, Takeshi Ichikawa.

PlayStation version

DQVII: Fragments of the Forgotten Past

PlayStation Version Dragon Quest VII — Information Disclosure Immediately After Release — Approximately 5 Years of V Jump Magazine

PS Version 'DQVII — "Warriors of Eden": From the initial information disclosure to just after the release, the main V Jump magazine was on fire for abou

Packed with Content

Mr. Akira Toriyama drew three brand-new illustrations for the cover, and it is also packed with articles, sealed pages, posters, and booklets!

Introduction at the 3 Dragon Quest VII

From among those, we have picked up and introduced notable articles. We truly want you to feel the passion for "DQVII" from that era.

1998 September

Approximately 3 years before the release of "DQVII"...

Three characters featured in the shocking first report!

On the other hand,

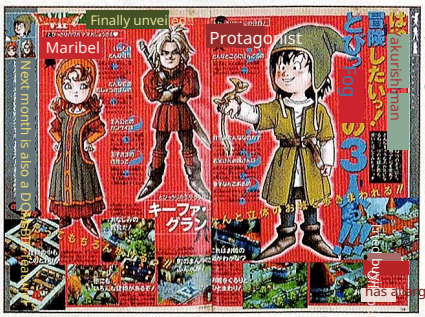
In the first report announced in the opening feature, the protagonist drawn by Akira

The illustrations of Kiefer and Maribel became a huge topic! Screenshots

Illustration of — each and every feature was a series of surprises, raising expectations for a new adventure.

Three-dimensional castle rendered in 3D was truly shocking. Screenshots displayed as large as possible! A first for the "DQ" series On the title page of the

First mu



The characters and the innovative setting are captivating. For the first time in the numbered series

1999 November

"DQ" series

3 titles

"VII" Page Grand Feature!

In the "DQVI" feature, seven scoops were published, truly filled with VII! The adventure's

Inside the temple holding the key and the stone tablet system

New information

In addition to new information such as new monsters, Gabo, Melvin, and Aira by Toriyama-sensei

illustrations released & Yuji Horii personally

It was a very extravagant feature, providing a full commentary

Yuji Horii's commentary further heighte the anticipation for "DQVI" and stirred imagination! It touched upon the past and the whereabouts of the hero Melvin, as well as the

Touch

Fissure

Understand FOO

It was said

Quickly noticed Hondara's charm

Volume.xiii

was an inner role

Separate volume

Hondara's Diary

Chasing and investigating the p

Hondara takes a leis

Year 2000 January

A fun book full of comedic moments

selected. Hondara guides the page of the adventure

Spirit of the hand

In a highly quirky special issue

Skyrocketing popularity

Hondara's popularity is skyrocketing!?

Special Feature

Cover, sealed pouch, special feature, and separat

Dragon Quest VII

giving a huge push to 'DQVII' at!

Exhibition at JF and giveaway plans

and other exciting information has also been rele

1999 December

Became deeper

The job change system

Full-scale special feature!

Dragon Quest VII Release approaching

As the release of "DQVII" draws near

Level of attention

The level of attention has been steadily increasing

At the time, from the cover to the sealed pages, Opening Section

Special Feature Previous Work

A special feature has been compiled. Building

Job change

the job change system has been powered up,

New Elements

along with new elements such as monster job

New Information Published by V-Jump

Featuring surprising new information. VJ Editor

It's no good

Such as advanced job predictions thought up by

Information regarding ... was revealed in the first

The content made the wait very difficult.

◆ In the sealed supplement, regarding monster job

information of report by hand

to

Bird of Father Mountain

V Jump March 2000 Issue Cover (Released January 21, 2000) ZAVAYAYAY

Play "DQM" and develop it
The "Frontier Map of Estard Island" fold-out poster! Write down the places you've visited and the information you've gathered yourself

Year 2000 February

The package illustration

And separate volume

Sealed pages on the cover & a separate volume

Latest & Fastest Exclusive Feature!

Titled "DQVII Starter Kit", spanning 16 pa-ges, a thorough guide to the early adventure!

Introduction to the series' first movie scenes and a terminology dictionary are even included, and just reading it makes you exci-

It was a content-packed piece that showcased many highlights.

Year 2000 3月号

Year of the Dragon New Year Special Project! With Yuji Horii

Master Toriyama reveals the true form of "DQVII"!!

Master Akira Toriyama

The cover illustration drawn by Master Akira Toriyama

On the pages, Yuji Horii and Akira Toriyama

Interview with the Two Great Giant Masters enlivened the magazine's pages!

It was a lead feature article.

Mr. Yuji Horii and Mr. Akira Toriyama

Mr. Horii's Comments Pick Up

What kind of world is "VII"?

The island where the protagonist first lives is truly like the Garden of Eden. It has been announced that in "VII," this is the only

Since there is only one, in "VII," with one island, one town, and one castle, a realistic and deep world is created.

It all started with the desire to create it.

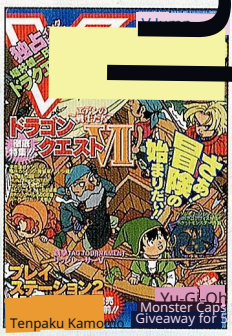
Ultimately, what kind of game is "DQVII"?

When you actually play it, I think it's a truly massive game. The protagonist is just an ordinary boy, but through various events, what was supposed to be just a single, solitary town keeps expanding. To be honest, I think I might have put in a bit too much (laughs). Well, the story progresses like that, and naturally, there are several surprising developments as well.

Mr. Toriyama's Comments Pick up

The protagonist is a simple boy who loves small animals, and regarding this protagonist, I thought of him as a c

I drew this based on an image. I gathered various materials and referenced regional costumes from foreign countries. I've arranged them quite a bit, though. The protagonist is set as a 'fisherman's son,' but I drew him while imagining, 'I bet this kid has no interest in fishing and is always playing in the mountains!'



Year 2000 April

Year of the Dragon Special Project Part 2!

Details of DQVII

We asked Yuji Horii!

Spirit of adventure

Akira Toriyama's pop illustrations that tickle the spirit of adventure graced the cover. In the two-month consecutive opening feature, Horii Yuji spoke in depth about "DQVI".

V Jump Editorial Department Question

Not only questions from the VJ editorial department, but also ques

New facts were revealed one after another, such as a secret hidden within the protagonist and the story being an omnibus

Yuji Horii himself [DQVII]

the appeal and ways to enjoy it, 5 pages used the page space to tell us.

Mr. Horii's Comments Pick Up

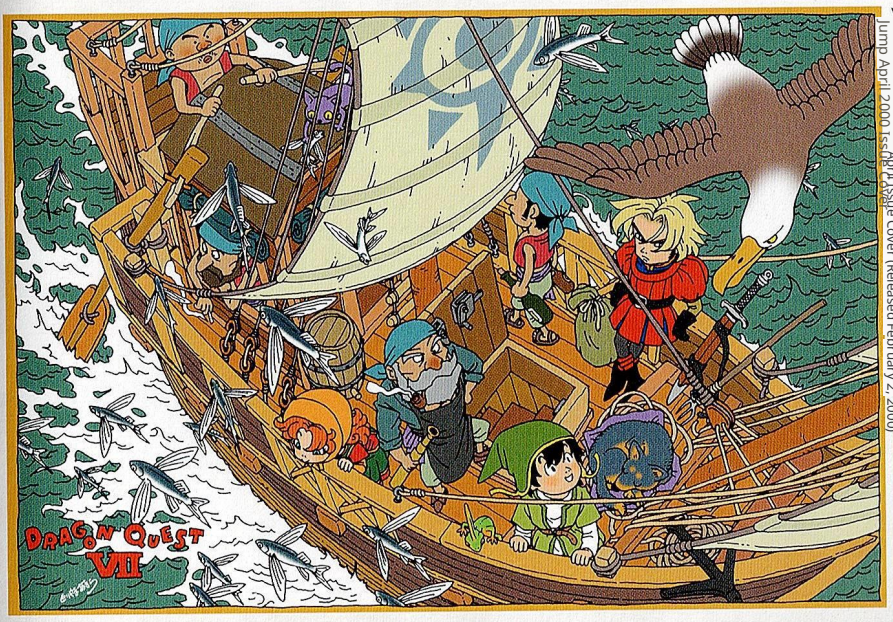
DQ is about enjoying the process, not the purpose

In "VI," the world will not change unless you do something. On the other hand, the more you do, the more the world changes. There are various gimmicks as well, so I think players will find themselves thinking, "They really got me!"

Its name is the Dr

An advanced class

Revealed for the first time alongside high-impact screenshots. Information on the Druid, the special skill 'Magma' In the sealed



V Jump April 2000 Issue Cover (Released February 2, 2000)

ドラゴンクエスト セブン　ブイ　ひょうし

'DQVII' V Jump Cover Gallery

The December 1999 issue and the January, September, and October 2000 issues were

handled by Katsuyoshi Nakatsuru, known as the animation director for the anime 'Dragon Ball Z'.

September 1998 Issue

December 1999 Issue

January 2000 Issue

February 2000 Issue

September Year 6 Issue

October 2000 Issue

V Jump July 2000 Issue Cover (Released May 20, 2000)

520ZAVAVAVAT

Year 2000 7月号

V Jump 7th Anniversary!

"DQVII" is about to be released

VII Great Specials!

By Akira Toriyama

A fantastic illustration newly drawn by Akira Toriyama

...appears on the cover! V Jump's inaugural "V" anniversary

In commemoration of, 'DQVII' major special feature produced with all our resources

In the sealed pages, the event related to the Baroque Bridge is ahead

advance release! In the magazine, the Monster Park and Immigrant sys

tem, bookshelf messages, and more to further "DQVI"

A 'Detour' guide for playing to the fullest has been published.

Finally, the year 2000

Released on August 26th!!!

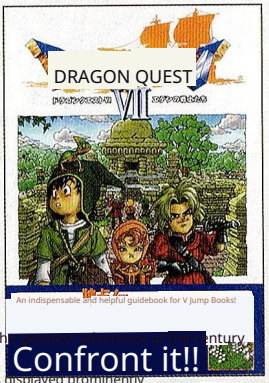
On the same day as the release date

V Jump Books are also on sale!!

The world is buzzing with the release of "DQVI"

On that memorable day, V Jump Books were also released. Lost

We guided the adventurers.



Confront it!!

Year 2000 10月号

V Jump goes all out

'DQVII' Special Edition!!

Finally, just before release!

Dragon Quest VII

A few days

V-Jump, with the release of 'DQVII' just a few days away!

From the cover, of course, to the sealed pages, opening feature

all the way to the reader p

Dragon Quest VII

In the planning of "DQVI"

It was completely filled!

→ Advanced monsters in th

Andreal Monster Job

& In addition to the Prism

Job change conditions and

Unexperienced heart

To an unexperienced new

Expectations at their peak

expectations reach their peak!

If you can do this, DQF will become th

↑ On the title page, the release date is displayed prominently

Was published, and the countdown to the release

has finally begun!

Confront it!!

↑ The same Toriyama as the 'DQVI' package

Akira-sensei's illustration decorated the cover.

Year 2000 11月号

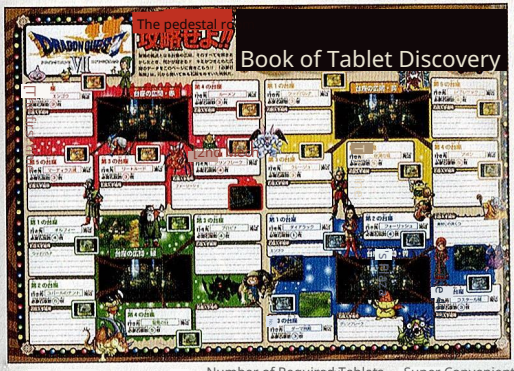
Even after the release of 'DQVII'

to thoroughly enjoy

Packed with information!

Dragon Quest VII

Book of Tablet Discovery



In V Jump, about a month after the release, は、Bound-in

The 'Book of Tablet Discovery' appears on the poster. 'Eden's

During the adventure's right

There is also a consultation corner for adventure troubles titled 'Cl

Yay! Nashi

Number of Required Tablets Super Convenient

↑ A super convenient pull-out poster listing the destinations and the required

Tablet Acquisition Locations

number of tablets for each Pedestal Hall. It was designed so that the acquisition locations of the

The same

Introduction

of bonus

[Special

Emergency Ward 24 Hours!

With that said,

Get it quickly and tell your friends too!

It was there after all!!! Hidden dungeon revealed!

This is the

It seem

Never

Ectoplasm

The next ins

Look for

Vocation

In the sealed section, you can enjoy even after c

a replay element, advanced monsters

Dwelling exclusive information about Vocation

↑ In the "Special Report Emergency Ward 24 Hours!" corner, urgently jumping in...

examinations and the interior, and even the existence

monsters are revealed. Fresh information was generously sh

Yuji Horii × Producer Takeshi Ichikawa

DRAGON QUEST VII Reimagined

Special Talk

From the path to "Reconstruction", the PS version's Untold production stories

Even the memories... The precious untold production stories are a must-read!

Producing the "DQ" series for the first time

Mr. Ichikawa talks about 'Reimagined'!

~~~~ First, please tell us about your personal history with the 'DQ' series, Mr. Ichikawa.

Ichikawa: When I was in elementary school, my first time playing was "DQ Monsters: Terry's Wonderland"

rland" on the Game Boy Color.

I was so happy to get a Hawk Blizzard from a foreign master,

and I have loved Hawk Blizzard ever since.

I knew it would definitely be better to breed it into a

Rainbow Peacock, but I cleared the game keeping it

as a Hawk Blizzard. The first numbered title I played

It was "DQVII: Fragments of the Forgotten Past," but at

the time, I gave up because I was in elementary school, so I ended up giving up.

"DQ" series with "DQM: Terry's Wonderland."

As a young Ichikawa starting the series, I remember feeling a

sense of strangeness about humans fighting. After that, I played

"DQVIII: Journey of the Cursed King" and "DQIX: Sentinels of the Starry Skies."

While playing, it was exactly during my job-hunting year that "DQXI: Echoes of an Elusive Age"

I played '...choes of an Elusive Age'. In addition, 'DQ Hero

s', 'DQ Builders', and the 'DQM' series, such as

I've been playing spin-off titles here and there.

~~~~ Upon serving as the producer for this work, first, what kind of...

...what did you think? Mr. Horii, regarding the development of this work

What did you think about it?

Ichikawa: 'DQVII' was a representative

title, wasn't it. I joined the project excited about how to

remake such a great work.

Horii: Since "DQVII" was a game that we put a lot of hard work into creating within the series,

I was very happy to see it reborn in a new way.

Right. When I posted on X about the release of "DQVI",

There were actually over 5.7 million views. The high level of attention

surprised me.

~~~~ - 'Reimagined' (reconstruction) is the keyword for

this title. Where did the idea for this word come from?

Ichikawa: There have been various terms used until now, such as 'remake' or 're

...but I think for this 'DQVII', it is a new...

players. Of course, as well as those who played the original PS version or Ninte

ndo 3DS version will also be able to enjoy it

in a form that can be enjoyed, we rebuilt the game's content, visuals, scenario,

and vocations from scratch, so 再構

we added the subtitle "Reimagined".

~~~~ First of all, out of those, I would like to ask you about the visuals!

Why did you choose the visual style of a 'doll look'?

Ichikawa: Since "DQVI" featured character designs by Akira Toriyama that were

it was a characteristic feature. So, while trying to express that cuteness,

and bringing out the atmosphere of "DQVII,"

we thought about how to express it. That's when I learned that videos and gam

are accepted worldwide, and that by combining dolls with

the character designs of 'DQVI',

Even when put together, it looks like a diorama, which appeals to diorama lover

As for me, I thought it was a really great worldview.

Ichikawa: Exploration in 'DQVII' inevitably tends to get long, so

I thought that keeping the overall volume of the game compact would allow for

making it feel like an adventure through a miniature garden-like world.

I aimed to create a sense of exploring a world that feels like a miniature garden

actually make one back then, too.

"An art style with the warmth of a doll
Created to reproduce the 'Doll Look'

Character dolls revealed!! By converting them into 3DCG, the dolls
The world of Look was created.

Moe-sensei's design in a doll version.
Into a doll with the warmth of human hands
Reproduced. Such as the materials and feel of the fabric and leather
Attention to detail is packed into
every part. By scanning this doll,

4
DRAGON QUEST VII → Yuji Horii × Producer Takeshi Ichikawa Special Talk

At Tokyo Game Show 2025, the actual party members created 6 figures of the members were on display.

Horii: The textures of the cloth and leather are incredibly realistic, aren't they? They are properly ed, giving off a well-worn feeling.

Ichikawa: Since it serves as the prototype for the character models, we carefully considered even its slightly worn-out feel before production. doing so. We created a blueprint from Toriyama-sensei's illustrations, and while creating the prototype from that, we drafted patterns for the materials used for the clothes and other parts, combining them to create the dolls, which meant it took several months for each individual figure.

Characters and monsters other than the party have also been given a doll look.

Ichikawa: To match the doll-like look of the party characters, We produced other characters, monsters, and landscapes in CG. Especially for the monsters, the rocky feel of the Golem and the Slime I was conscious of the squishy feel of the slime, and so on. By scanning actual dolls, not only were we able to express the unique textures of cloth and leather more realistically, but we also created monsters, residents, and villages with a conscious focus on the materials matching the dolls, which turned out well.

Horii: The HD-2D "Dragon Quest III: The Seeds of Salvation..." and "DQ I&II" since it is after the release, the representation of characters and towns is completely different, and it feels fresh.

The ability to freely rotate and view the areas expressed in a diorama style I was moved that I was able to do it.

Fu Chuan: The original version of "DQVII" was a world created with CG. The fact that you could freely rotate and view it was new.

Horii: For the first time on the PS, you became able to rotate freely ...is what I said.

Ichikawa: When you rotate it, you might find a door behind a wall, or a pot... Because it's fun to have things like that.

Horii: But because you can rotate the camera, in the PS version finding the stone tablets was hard, so this time we made the stone tablets themselves stand out to make them easier to find (laughs).

Takeshi Ichikawa

Profile

"DQ Builders 2", "DQX Issue served as the assistant producer for This marks their first title as a produc

I attached the word 'Reimagined' because the game's content was reconstructed from scratch,

The scenario is also Reimagined = Reconstructed!

The highlight is the adult Kiefer!

Regarding the scenario, what were your thoughts when restructuring it?

Ichikawa: While rearranging various elements, the atmosphere of the original careful not to destroy the unique dark atmosphere scattered throughout I took care. We consciously restructured it so as not to change the main plot o The original version had a massive scenario, but since it was structured as a series of short stories, we adjusted it by rearranging them so that it can be played more densely and with a better tempo.

Horii: I had the impression that the original version was over-elaborate, so it's like a slimmed-down version.

Ichikawa: That's right. Some of the scenarios that had little to do with the main Some are made available to play at any time, and some are cut, but by preparing additional episodes and delving deeper into the characters, even for those who played the original version, We are making adjustments to provide a fresh scenario experience. More So that you can enjoy it, I also made a request to the development team and had them include more cutscenes.

Regarding the changes or restructuring of the scenario, did Mr. Horii pro Was there any advice given regarding things like the vice?

Horii: I left it to them to some extent, had them make various proposals, and then I reviewed them.

The three of us, including the scenario staff and the director, discussed it and made proposals to Mr. Horii as appropriate.

Horii: Everyone is so competent that I felt at ease leaving it to them felt like that.

-Why did you change the joining order of Aira and Melvin?

Ichikawa: Temporarily, with a three-person party of the protagonist, Maribel, ar there is a part where you advance the story, but compared to the original versio In the 3DS version, I felt that the period with a three-person party was long. The timing of Aira joining is in the second half of the story, and Aira there was also the feeling that the sensation of traveling together with her was party and made it so you could adventure with Aira for as long as possible.

Horii: It was proposed to bring forward the timing of Aira joining the party, and I thought that was a good reconstruction.

The addition of the adult Kiefer scenario was a surprise.

Kawa: I think there are many people who are curious about what happens to I made the proposal to Mr. Horii to reconstruct the scenario, and al- -most at the same time, I also proposed a scenario featuring an adult Kiefer as an additional scenario.

Horii: Until now, there was only that thing at the end, you know. I thought that if we fleshed out the part about what happens to Kiefer afterwarc ed.

Ichikawa: It was extremely difficult to create, figuring out how the timeline

but I was able to add them while organizing.

Horii: The visual with the beard is great; he has that 'cool older guy' vibe, doesn't he?

Ichikawa: We designed the character with a setting where about 20 years have passed since the events of the game. We then designed the character.

Horii: The reunion is also shocking, and the fact that he isn't just a normal companion character, but a second half isn't it. Actually, in the original version, Kiefer was much later scheduled to leave the party. But the later it gets, the...

Maribel's level has increased, and she ends up taking various items with her. So, I personally intended to speed things up, but even so, the Seed Thief...

We were told something like that, weren't we (laughs).

Ichikawa: In this game, all the seeds are properly returned as well.

Horii: So please don't worry about it and use the seeds on Kiefer...

i!

-There are other added scenarios as well, aren't there?

Ichikawa: The childhood episo-

-des of the protagonist and Maribel, who are childhood friends, have been added. The cu-

-te episodes of Maribel, the heroine of this title, being added has, I think, brought more depth to the characters.

Horii: As for why we gave Maribel that kind of personality, we added conversations with companions from the original version of "DQVII". That is the reason. Even though you can converse with party members, if she is just a normal girl,

Wouldn't that be boring? I thought it would be more fun to be criticized harshly by the heroine (laughs). At that time, the term "Tsundere" Since it was an era when such a word didn't exist, looking back now, she was the pioneer of the "tsundere" archetype. It was the precursor to that style.

Ichikawa: Maribel bluntly speaks for the player's feelings, They really do that for you. Both Maribel and Gabo say things in their conversations that are right on the money, and it's interesting how they get straight to the point.

This time, the characters have been given voices.

Ichikawa: Already in "DQ Heroes" and "DQ Rivals," characters who have voices in spin-off titles and such - exist, but actually, this is the first time voices are included in the main game of the series.

Horii: When voices are added, the impression changes, doesn't it? Maribel have been included.

It is wonderful.

's voice also didn't feel out of place, making me think, 'Ah! It's Maribel!'

Ichikawa: Furthermore, for the first time in this series, the protagonist has been given a voice. We looked for a voice that sounds cute but also has a bit of energy. With that in mind, we considered the cast.

Horii: After listening to the candidates, we decided on Daiki Yamashita. Done.

Battles are also Reimagined = Reconstructed!

Even more fun with the completely revamped system

-----Regarding battles and jobs, what did you focus on when rebuild ing them?

Ichikawa: As an overall policy for battles, we want normal battles to be played smooth ly, and we want players to be able to take their time in battles against formidable enemies.

I thought about it. Furthermore, as the story progresses, we have restructured it so that playe

In the original and 3DS versions, after reaching the maximum level in a certain job, you would change to a different job, and then advanced jobs are unlocked and your change classes, you temporarily ...there was a dilemma where the characters would end up becoming weaker. Therefore, in this game, by making it possible to hold two vocations simultaneously, you can enjoy changing vocations more casually without them beco we make sure to do so. Furthermore, this time, if you use the Dharma Crystal, Da Since you can change vocations anywhere without going to the Alltrades Abbey (Dharma Tem Before the battle You can set the best presets before the battle, and as for how to cultivate vocations

The scope has also expanded.

Horii: Indeed, in the original version, when the mastery level reached MAX ..., it makes you feel like it's a waste to fight in that vocation ...because we had it. It is a good idea.

Ichikawa: Speaking of changing vocations, in the original and 3DS version ...was so popular that there were people who went out of their way to travel to the past (Dharm just to see her, right?

Horii: Foz was indeed popular, wasn't she.

Ichikawa: In this game, as Foz's successor, a character named Mirekka We have introduced these characters. They have turned out to be quite good characters, and I hope Mirekka becomes popular as well.

New favorite jobs, job-specific traits for each profession and Burst Charge systems have also been introduced.

Ichikawa: Within the battles, the Tension system that first appeared in "DQVIII" Just like the Zones in "DQX," I wanted a sense of excitement and variation I wanted that. Additionally, I thought it would be good to include specifications like special m I thought. Since the jobs in "DQVII" are very characteristic, This time we switched their setting slightly to link it to their job classes, became the burst specification.

Horii: Vocational traits, no matter which vocation you choose, the enjoyment of each vocation The fact that there's a sense of familiarity is what makes it so good.

Ichikawa: That's right. Each vocation is equipped with specific job traits that make its characteristics stand out. If you battle, you'll be able to choose between two options when you Burst Charge, and we want you to choose which one to use depending on the situation at the time.

Yuji Horii

Profile

Dragon Quest

The creator of 'DQ'. A pioneer of RPGs.

Recognized for achievements as heat, gam

Conferment of the Order o

Became the first creator to be awarded th

Thinking about the Town

Outside the neighborhood

Representing (Speaking for)

Impression

The beginning of this work

Select time and situation

Stand out

Choose a job

Dragon Quest VII main game

Dragon Quest VIII

Special Moves (Coups de Grâce)

Dragon Quest XI

Dragon Quest VII

Ordinary girl

Companions

Protagonist

Childhood

Personality

Appearance

Successor

Vocation, battle

Job change

Past

Popularity

Wide range

Temple

Mastery level

Vocation cultivation

Formidable enemies

Reimagined

Reconstruction

Together

Regarding jobs

Overall

Policy

Normal battles

Formidable enemies

Item: Present

The story is spot on for 'DQV' in this day and age.

-The Monster Hunter vocation was removed, and the Monster Tamer was added, why is that?

Ichikawa: In completely renewing the individuality of the vocations, something like summoning monsters.

The development team proposed making it a vocation, and we also received a box from Mr. Horii.

After discussions, we changed it to Monster Master instead of Monster Hunter. When summoning monsters, it feels like a random Battle Pencil (Batoen) match.

It gives a sense of freedom, and personally, I find it quite enjoyable.

Horii: When you hit the jackpot with "Call Slime", a metal-type slime will appear, after all.

Ichikawa: That's right. Metal-type monsters do appear ...and it will move to the enemy side. Defeating them will naturally grant a lot of experience points, so you should definitely use 'Slime Call'.

The new element called 'Strong Monsters', and the updated monster hearts will also appear.

Ichikawa: Since the battles have been updated, we wanted to create a chal...lenge, so we thought about preparing battles for it and placed strong mons...made the [mons]ter appear.

Horii: They are quite strong, so if you challenge them carelessly, you will face quite a painful ...experience.

Ichikawa: When you defeat them, you can obtain monster hearts. The original In the original and 3DS versions, these were items used to change into monster vocations, were the focus, but since I decided to limit it to human vocations only, I consulted Mr. Horii about what to do with the Monster Hearts.

At that time, he advised me to turn them into accessories.

did.

Horii: 'In "DQ Walk" as well, there are Monster Hearts, and...'

I suppose everyone is familiar with this.

~New elements and the Arena have also been introduced.

Ichikawa: Lucky [Panel], which was a characteristic mini-game in the original version, while keeping the panel, we wanted to add new side-trip elements, and so we did. Since we also reconstructed the battles, we decided to add the Arena as a side-trip element that makes use of them.

-----That is an element that makes battles more enjoyable.

Ichikawa: This time, we are reconstructing the scenario along with the battles ... so that the scenario and battle mechanics are well-balanced the development team is working hard. Mr. Horii

While having them play and receiving their feedback, the bala Adjusted the balance.

Horii: It was so easy to play that I ended up getting completely absorbed in it. (Laughs). While it has evolved in many ways, the charm of the original version remains as well. It's nice that it remains properly intact.

Original PS Version Development Secrets!

How was "DQVII" made?

From here on, it's about the original PS version.

I would like to ask Mr. Horii. First of all, how From what kind of ideas was 'DQVII' born?

Horii: Everything started from the idea that there is only one island in the world began. In "DQII", you collect orbs and "DQN

In 'Chapters of the Chosen,' the protagonist of each chapter...

In 'DQV: Hand of the Heavenly Bride,' you experience life through events such ...experienced it, and in "DQVI: Realms of Revelation", you suddenly go back and forth between two continents. Since we have created va

First, I thought about what to do with "DQVI". So, ma...

...I thought a game about collecting maps would be interesting.

Everyone likes collecting things, right? There is only one island in the world, and as the boys living there do certain things, gradua...

...lly the world expands. It was from this idea that we started "DQ VII'. We could add as many islands as we wanted, so the scena...

The number of scenarios has also increased significantly.

-So, that's how it became such a massive story.

Horii: Up until "DQVI," it was a battle against the storage capacity of the ROM. Once we moved to CD-ROM with "DQVII," the capacity suddenly became enorm It increased significantly. Thinking that we no longer had to worry about the da we deeply fleshed out the party chat dialogue and the scenarios...

...and as a result, it ended up becoming a game with an absurdly massive data ...ended up being. It took a lot of time to create, and playtesting it also took ti...

...me (laughs). Because it was a 2-disc CD set, You can play for over 100 hours! That's what was being said.

Speaking of my own memories of "DQ"... in real-time

Since I was about in the first grade of elementary school when I played the gam I have a memory that the battles just wouldn't start.

In 'DQM: Terry's Wonderland,' you could immediately engage in battles and synthesis, so...

Horii: At that time, 'MYST' (a 3D adventure game released in the United States i It was also ported to the Sega Saturn and He was hooked on a puzzle game (which was ported to the PS). That's the influence. At the beginning, I wanted to create the experience of solving various mysteries like in 'MYST,' so the start of battles ended up being delayed.

How did you go about deciding the order for the six party characters?

Horii: This is something I talk about often, but it starts with the protagonist and his childhood friend, Prince Kiefer. And as I mentioned earlier, We created Maribel for the sake of the party chat system. To balance that out, we thought about what kind of people should join the party, k I made the decisions while thinking about it. Gabo is an animal type, like a wolf The origin of the idea was the TV anime 'Wolf Boy Ken'. Mel vin is an older fighter. After that, I also wanted to include an adult woman, so I created Aira... that was the order. And then, After creating the characters, I thought about episodes such as how they would join the party. It is almost always th at kind of order.

-Regarding the request for character design illustrations to Akira Toriyama- in what format was it made? Did Horii-san draw rough sketches or something similar?

Horii: I drew the sketches and sent them to Toriyama-san. This is how it always is.

Method, Toriyama

However, Toriyama-san's ideas tend to flow better when things are drawn somewhat loosely.

you know. I made sure not to draw too precisely, keeping the art style rough,

right. I would add a text explanation to it and place the order,

feeling to it.

-From the illustrations submitted by Toriyama-sensei, the character settings were

Are there any parts that were influenced by the story or

other elements? Horii: The one most influenced was Melvin. An

old warrior and

I (Boku)

I made the request, but in my image, he wasn't that decrepit

of an old man (laughs). For Melvin, I thought of the setting

and scenario after Akira Toriyama's illustrations came in.

I have memories of it.

Melvin's 'gozaru' too...

Horii: That's right, after Toriyama-sensei's illustrations came in,

"If it's an old man, he'd probably say 'gozaru' (laughs).

Toriyama-sensei liked drawing old men and middle-aged guys, didn't he? I...

It seems he always had the hardest time drawing the protagonist. But

the protagonist in "DQVI" was a little different from previous ones, so

wasn't he easier to draw? When the illustration from Toriyama-san

was submitted, I was surprised to see just an ordinary boy.

However, at the time of ordering, the protagonist was not a hero, but just

That was the extent of the setting,

but while writing the scenario,

I felt that the story wouldn't hold together if he were just an

ordinary boy, so I created various backstories

during production

PS version "During the production of DQM, what was the most difficult

Was it a part like that?

Horii: As expected, it's the volume of the scenario. No matter how much I write, it never ends.

I couldn't... (laughs). The setting materials alone were about 10 centimeters thick.

The file was 9 minutes long. At that time, it was everything.

I even created the monster data and proficiency parameters myself,

so there was so much to make that it was a real struggle. Because I made

too much, there are parts of it that I consider a 'dark history' (kurorekishi) within myself.

Later on, hearing

There was, but when I asked about it later, "DQVI" was the most inter

There are quite a few adventurers who say it's good, and that part is

I was really happy. I played an RPG for the first time with 'DQVI'.

There were actually many people who said that. It was the very first one they played

they? I think that connects to what I mentioned at the beginning, the 570

万 views on the X post. It has a somewhat absurd

Such scenarios also fit quite well with the present day, don't they.

Dragon Quest VII

The story of "DQ" fits perfectly with that era.

Among the works composed by Master Koichi Sugiyama for

"DQ", are there any favorite or particularly memorable songs?

Are there?

Horii: "Rocking in a Small Boat," which plays when you board a ship, is the most impressive.

Rocking in a Small Boat

Is quite memorable, isn't it? It's the song that plays when you return to t

various continents, so I have a strong emotional attachment to it.

Ichikawa: I like the light and nimble feel of the 'Magic Carpet'.

The comical sense of speed, truly like a magic carpet dashing through the

great. When flying through the sky on the Skystone, "Beyond the Distant V

is also a track I like.

Horii Present

Dragon Quest

Horii: The field music is also different between the present and the past, s

There are a lot of songs in 'VII', aren't there?

Sound source

Being able to listen to those songs perfectly with an orchestral sound s

one of the charms of 'DQMI Reimagined'.

Dragon Quest VII

Horii: When I asked Sugiyama-sensei for the music of "DQVI",

he was still in his 60s. He was younger than I am now, and very much in he

It was a time when we were really riding the momentum, wasn't it. With the

Number of notes

Dragon Quest

Also, at that time, the "DQ Series Classical Concerts"

had begun to be held,

so I think I was creating it with the intention of it

being performed by an orchestra. "DQVI"

In "Reimagined," I want you to enjoy the adventure while listening to the

Enjoy the adventure

while doing so.

Dragon Quest

The "DQ" series is complete only with its music! Besides that, please te

Other than

In addition to that, please tell us the points you would like the adventurers t

Points to enjoy.

Ichikawa: It's pretty much everything. It is also okay for those playing for the

Enjoy the tablets

"Searching for tablets"

Whether you enjoyed the original version or gave up due to the frustratio

everyone can enjoy

this has become a title that everyone can enjoy.

The original version's irrational

is exactly what I thought would resonate, which is

why I planned this project. So, once again, a new

I would be happy if you could play it with a fresh perspective.

Horii: I think it's a work that will resonate with young people as well, so I hope it serves as th

I hope they play it a lot too. As for fans from the first

generation, I hope they remember those days and enjoy the differences.

Love for the work

To the customers who have shown so

much love for this work that they would pick up

a strategy guide, I would be delighted if you could

use the guide to enjoy every single nook and

cranny, including items you might have missed or

job combinations you haven't tried yet.

With a strategy guide in hand

Within myself, players to fully enjoy the doll-look and diorama-style world.

I actually want to build it as a diorama

Scenery around the world

It is such a wonderful townscape, so take your time enjoying the scener

I hope people enjoy it.

Get it using the digital code in the sealed pouch at the end of the book!!

How to Use the Enclosed Digital Code

-san's bracelet

Seed of magic

Input Period

Thursday, February 5, 2026 0:00～

February 5, 2028 (Sat) 23:59

Enter the digital code to get the "Item Set"!!

By entering the digital code found in the sealed supplement at the end of this book, you can obt

This is a super-value set that includes the "Gold Bracelet," which increases Style Maximum Magic Power when equipped, and the consumable item "Seed of Magic," which increases maximum MP when

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A digital code corresponding to your platform is enclosed in the sealed pages, so please input it according to the input method of the platform you are playing on.

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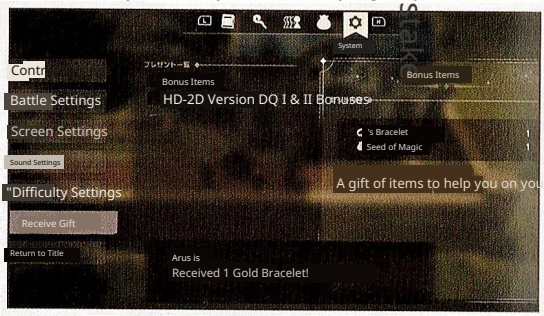
It will undoubtedly be extremely useful in the early stages of your adventure!



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For Xbox Series XIS

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For Microsoft Store

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   Select [Redeem code or gift card]
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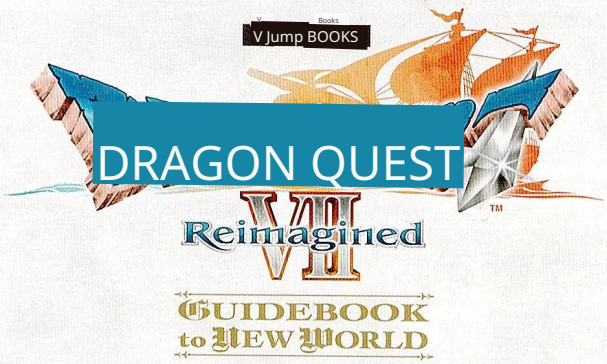

"Dragon Quest VII Reimagined" Guidebook

We cannot answer any questions regarding the game at all.

In particular, please refrain from asking questions over the phone.

Tokyo, Hitotsubashi, Shueisha

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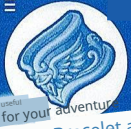

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once again in
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